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Amiga  
CBM 64/128  
Spectrum  
Amstrad  
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ISSUE ELEVEN • AUGUST 1988 • £1.50

# ACE

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## ● WHO'S BAD?!

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programmers.



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fantasy



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## SPECIALS

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A great Company-conceptive come up with a machine that could change the face of computer entertainment. How does it work? What does it do? And will it ever be able to bug it?



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These guys don't just have a good game when they see you—they write them! Get into behind-the-scenes as you go through the latest episodes of the work done by their companies.

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Just one more slice to eat and... August 1991! Please, not anything but THAT! We check out games that make grown men cry away their paychecks, sweat-soaked, and keep screaming from top-floor windows. Don't cry, or don't read this...

### 72 Filo-familias

Remember that extension keyboard for drawing graphics and scores complete with drop-down Fillo menu. Now it's a Platinum American Express card and a Porsche 911 Turbo. It could be yours! We'll figure out how to get it.

## INTERFACE

### 7 News

Can I just give you an OS-RAM? What is it? Where does it come from? Why are they calling it like that and what are they doing with it? Oh, hell, hell, hell! They're not, and we're just looking to tell you.

More of interface go to happen on page 8.



# ACE

### 18 Features

Games of the future spotlighted in full-page over this month's pages.

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We listen to you: who needs a magazine? We put our feet against it for you. Fill the pages...

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## SIGHT...

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...an ACE Reader. Gallery page. Digital masterpieces from modern and classic in the shade.

## ...AND SOUND

### 96 Budget Ivory

It isn't! Overall from images with their original budget range of master keyboards. Chris Amos gets all right up: plus a look at Popcorn's latest box of facts, a roundup of our usual, the entertaining 1000, and more of a powerful new music controller for the IBM PC.



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test machine - of automatically enhanced and used by the country's top game makers. Don't say... Don't say it's right.



Page 46: Strategy: Singleton and a screen with the way from the... Don't be the last one to know of the details of the...

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## THE ACE CARD

### Win an Angel

Turn in page 12 for details of your chance to win one of two ACE cards and a getting away... Don't be the last one to know of the details of the... Don't be the last one to know of the details of the...



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## U.S. GOLD REFRESHES THE AMIGA BITS OTHERS CANNOT REACH!



Commodore - even though being an Amiga!

# 16-BIT WAR!

The glasses are off in the battle for 16-bit supremacy. Commodore has started the price of the Amiga 8000 by \$198 and that's only the beginning of a massive assault on the computer or entertainment market.

The cut began the \$200 with a price tag of \$200-95 putting it on a par with the best ST for the first time ever and Commodore's low offer came on the heels of announcing the cut, Commodore's chief



Steve Wright - Commodore CEO - looking on as games players, the owner

ing Manager Dean Barrett said it is just the beginning and promised further reductions in September - all aimed at making 1989 the Year of the Amiga.

The sudden interest in the lower market follows a long period of relative indifference during which Commodore concentrated on selling the Amiga as a business machine and even as a bad time for Alan Sarter to give the ST started to lose the infrastructure sets of home computers went up with a \$2000 ending only 1700 to the Amiga's starting 1495 in April the package when Alan lowered the \$2000 price by \$100 the astonishing and unprecedented move was forced on him. Alan claimed by a word change of dynamic RAM chips. It supposedly hit the ST value after despite the impressive line of 40 games included in the price and the also well publicized offering of the \$2000 drive in \$499.95 standard.

The question now is whether Commodore has in fact left a too little to make this move. The ST's old \$299 price tag sold a lot of machines and this in turn gained a plenty of software up 5000 titles like Star Trek, Star Wars and Captain Blood have 400 in very large numbers on the ST making it big business indeed for the games houses. It's not just the numbers of 4000 titles that get sold - a really successful Japanese or Call game will normally sell many more than the

ST counterpart - but also the higher ST price in Europe's sales by value" chart which takes into account the price of a game as well as the number of units sold. ST sales as a whole are now nearly ahead of their Atari equivalents (putting the ST second only to the Spectrum).

It's about ST games are typically a little less than the price of 8-bit titles in the shops, they can look down their noses at the price of a game as well as the number of units sold. It's easy to see why as ST's getting so much software support these days.

The Amiga may be able to offer software houses the same price advantage as the ST but it can't sell software near so many titles. For most programmers the Amiga version of a game is only worth doing as a spin-off of the ST original and

wouldn't be worth the programming time in its own right. Does that last bit matter and why? So long as the conversion turns up eventually into cash it's an afterthought!

With the price difference gone the cost of the matter for gamers is whether the less impressive games released for the Amiga but not the Atari machine - like Interceptor Force, Formula One or Soccerstar - can catch up. That ST counterparts (the still unreviewed 40 Call for example) and those 20 freebies with similarly buyers also looking to double in computer of the Amiga must not come out of the line on top - and that's not something anyone would have predicted six months ago!

# A C C E N E W S

## HEWSON GO 16-BIT

Redwood Hill software house Hewson are about to attack the 16-bit market with two original projects for the ST/Amiga - Assault - The Angel of Death and Predator 400. Not only that, but they're also converting some of their biggest 8-bit hits - aimed by for Microsoft, Apple, Exxos and Commodore's 8-bit system.

Previously they had only licensed Atariware on the ST and Amiga. Andrew Hewson explained: "It gave us a feel for the market. It was an experience and it worked. So what have they been doing since then? Well, we've been doing what I feel natural to have our own titles, machines, and other original games should be developed."

He also said that their intention was to produce games that use the machines to the full rather than just taking digital sound only in 4-bit games. "Specter, Intellij and Exxos will appear on both ST and Amiga with Cyberwar, Redwoodhill and Starburst on the ST."



ST - Assault appears to be the

# BIG SPLASH FROM BIG APPLE

**Hold your breath** — there's a new software house in the market you are planning to take on: the likes of US Game and Classics after the American duo is set to land upon the apple cart. They're launching with multi-release game titles and bookbags. Who are they?

Business they turned over a whopping \$60 million last year. They claim to be determined to become a leading software house within a young but waiting industry. Doesn't sound good but what's behind the hype?

First, there's cash — and plenty of it. Up to \$5 million has been earmarked for expansion over the next year. It's a long time since we saw industry enter the market with such a commitment and the money to back it.

Second, there's a good deal of experience. Classics' marketing and sales are just part of the Frontier's operation — they also own East Pointe, their flagship.

Finally, there's a commercial edge. "Sound like some hype — the market is a changing industry — but we respect straight money — and Big Apple does this. The game houses are totally on air — you wouldn't expect to see a computer game based on just the hype!" The majority of clients, according to one of the designers, games just

spring which may all sound originally though I will in fact, be reluctant to special 'top-top box' has apparently been used for up to 200 springs and dozens. We're impressed.

The last games will be hitting the market in June (Apple) — about the time the Frontier's (Apple) (Apple) (Apple) will be writing.



Big Apple's success — Steve Wally — who is designed to enhance the company's strength. Now that stage. It's the future in a business that will still have the same.

Big Apple's first release — Apple — the whole idea.

They're called The Big Apple Entertainment Co Ltd and are part of a group called Research Holdings. Research falls from the record distributor business and will then associated companies in the video and computer business.

part in a couple of years time — it's two-year title with something else. It's got to happen — look at music world — they're a star, but they're



and then in the market. It's about expansion was found to do in the US — with a whole lot of Jean Michel Jans with his laser shows. But I'm doing the real thing right now — not just some old-fashioned light show.

ACE is eagerly awaiting to receive copy of Top-Top Box. Watch this development.

## TANDY CD-ROM DOES IT ALL?

Tandy claims to have made up all its development in development — optical disc media which they're calling THOR CD. The THOR stands for Tandy High Capacity Recording and the big thing about it is that it's compatible with existing CD players and records that it promises to be cheap.

We're unlikely to see THOR-CD in this country until 1992 (but if we do we'll get a compact unit that will be able to both read AND write data. That means it won't be a CD-ROM at all, but more like a CD-RAM — or an ultra-high capacity hard disk system. The primary reason they'd be able to offer hardware of comparable price for less than \$200.

Look, it's an opportunity the system may take as it should be as a yet with hard disk systems and the system will be able to cope with mixed video and computer data. Price is probably in question but the whole unit should cost around \$200 — the computer is not new.

There's just one small problem. The strategy of the Japanese to introduce digital audio tape (DAT) into the country already reported in ACE have had with very little application outside of the printing industry. Surely the same problem will apply with Tandy's CD system?

I can see that they might be applicable, but we wouldn't like to comment on that at this stage. And company spokespersons. Thanks



**Jeff Miller takes again**, the time in a converted church in London's South Square where he will be taking part in this year's Festival of Nine Arts and Synthesizer Music by launch the Topa-Topa — an advanced enhanced light synthesizer.

Below the lights he's laughing. They could know that the show

like of linking sound and light — as Miller did with his original Colourscene series — has taken on a whole new meaning with the advent of MIDI. Using MIDI codes you could now control not only Miller's light synthesizer with a conventional MIDI keyboard.

It's possible elsewhere. Jeff 'is using MIDI data including pitch

and melody so that you can increase your light performance according to the music.' He thinks that in the next future the light synthesizer will become a powerful instrument in its own right, used in part of the band line-up for live performances.

It's incredible. It's almost impossible with Topa-Topa. Topa-Topa



# THE PHONE GAME

## Would you like to play games

Don't like them without an rig or modem? Well, you need look no further than the phone system's contribution to the world of software and teleplay has been confined to MUGA (the MUD or MUDs) and Starline, how the word games are coming, and you may never think of your phone the same way again.

## the Cost of Cash

Unfortunately most people have a strong aversion to taking out subscriptions and paying for things on advance. BT (as you go go) has been using their numbers this low after game engines, a way round this natural aversion. There should still be a way to share very clever computer technology.

## TONE DEAF?

If you're wondering what all the fuss about Tones is, you probably don't use the Dial vs service at all only users of American-style DTMF phones can enter their data this way.

The hardware barrier has to be overcome separately here before you enter the interactive

bits on normal push-button phones. There's great confusion for someone that rely on visual cues - would you-on out and try a tone dialer just to hear your telephone? - but it could be good news indeed for all-you-Americans and also players but there

the phone is a natural for one thing the although a good alternative needs little of what graphics adventure really could benefit with a window. What message? The problem is actually making money out of providing such a service. For years the only way to charge people money for installing your system was by selling membership subscriptions with payments by bank and the franchisees. Postal and Computer both work on this basis to its independent games

While subscription models have never really caught on the way people expected, pay-to-play systems are a major growth area. Moreover facilities such as pay-fee. For example, offering many of the subscription features a cost based on an item representing its membership or a per-minute charge. Both these models are not active phone based and require special local services simply because you need a computer and modem to access them

## Interactive

The vast majority of pay-as-you-go phone services are voice based and most of these are coming from their best message oriented to subscribers. Page 2 game (and other) have been there's a new breed of service coming in which though based on voice rather than modem communication is nonetheless interactive.

So other problems involved in Starline's support were forced to take an alternative higher level approach.

The service uses the caller's telephone not as a means of connecting the game itself but as phone as a key to his personal numeric details.

Available on 0800 online game centre. Called FIST (Funday

## INTRODUCING THE VOOG...

Though FIST isn't very absolutely on the use of a tone-dialer or DTMF phone, it is closer without one in the palm - and that's probably important given that the service costs upwards of \$10 per minute. It's a real paying possibility for the future in the VOOG.

VOOGs are Voice-Operated Online Games and as the name implies, they use voice recognition technology to allow spoken commands by the caller. VOOG recognition is only just becoming practical for consumer use, but already BT experiments have shown just how successful games using voice keys could be. With a very short learning period it is the systems using your speech patterns a game can normally follow directional and other commands with a 95% or better success rate.

VOOGs were first tested by BT a couple of years back, when a small band of select subscribers were able to explore a District village near the phone using directional commands. The system was fairly primitive, recognizing only a very few words, and running on an ordinary IBM PC with a voice recognition card based on. More up-to-date systems can recognize more words and do not require "training" for different users - a language and user's name's memory.

## MUSICAL BONUS

### Desktop Software, the company fronted by entrepreneur Richard von Kluge.

Lee has started to include music with its titles - buy a copy of Red Hot release. General and you'll get a free cassette including What A Girl Wants from you and from enjoying The Company Line Game.

In fact Lee is going one step further and actually starting his own music label, Century Records. Although What A Girl Wants was actually licensed from Capitol Records, future releases will be signed directly to the label, which will not only include singles on vinyl but will also package them along with games from Desktop Software. Future Lee titles include: It's Not Easy, Rattle and Vibrate - all of which have enough to continue the tradition.



A race is going in the new well-positioned Russell Grant Starline service provided in the London area, which gives each caller a hot concept message based on his or her state of mind. Using a telephone line for each possible message was clearly not of the question here - fitting 100 different phone numbers tightly in an advert is hardly a service proposition, quite aside from

interactive software by Telephone would you believe? It takes the form of a system Steve Jackson first advanced our magazine (quite complex with sound effects). The labels a small element of the whole idea, to engage who's played before. "Lucky Stars" will tell you in the realm of fantasy one sound effect it worth a thousand pictures!

## REPEAT POWERPLAY

Are you are releasing a new edition of Powerplay for the Amiga? The critical acclaim has been plentiful because on Amiga just a 72 became mind and more fun.

Yes it is as the Amiga can give you no larger sets and with games played year from the Amiga, and this it was time to produce a game solely for the Amiga, using all of its unique capabilities.

The game is actually available by computer

with them July '91 can happen in and it should be in the store by the end of July. The company are also investigating the possibility of developing more question sets.





## WHO'S AFRAID OF THE BIG, BAD BIRDS?

The bar has been flying steadily over allegations that Microsoft is secretly partly owned by British Telecom. Have you been using free BT connections to load those press or other computers against one or two games publishers?

It's clear that if you can trust one of Big BT's flying partners, you can trust any other one you see out of business. One newspaper even suggested that Microsoft's recent price increase was a direct result of pressure by the industry body OFTEL, following allegations of accounting irregularities in the very Microsoft field of print.

All this as OFTEL's reputation crumbled and, in common with other case reporters (since access here has often been limited) it

Telecomcast, Ponder Shovelart, and Prodata are beginning to prove a very painful combination and since people in the industry actually seem to be afraid of our National Agency. They claim that it's Telecomcast's case, by it had had had. Here is a company that say which represents a double team of almost top publishing - a company who can reach into the market and spend millions, just as what it they use a lot of cash? They can afford to. Other cars.

For example, Telecomcast paid a forecast £1 million for Beyond. Whenever it's not such a success they actually won't have made much money out of that. And what about Dain? Another book bought and then lost in the wake of one Telecomcast such as these would surely have such any normal sell time. However, but Telecomcast can just keep marketing on, having lost and untested companies to lose the better.

From a commercial viewpoint complaints are well-placed inquiry stands. I think if they're making a profit. They're strong in the 10-15 market where the games are more expensive, but the market isn't a lot too.

Telecomcast, because its public relations but it's its nature, understanding when this success take over behind company.

This is a lot of someone's main company supreme. Paul Byrne. Finally some heard of them concerns three years ago. We've gone out of that now and are very happy with our partner status.

The reason Telecomcast put out such high-quality products is that the programming staff is made with Telecomcast so they must be made of British Telecom.

This code Telecomcast has a large development team of 14 people who offer our programming support and help through all development of most products. Regularly their studio are closed, with payments

made online to show programming. Incidentally, Telecomcast pays its own public bills, rent, accounts, etc. etc. All for nothing. It is not a British Telecom's interest in support profitable businesses.

Perhaps the last word should go to Andrew Lawson, who has been of his best programming - in 1991 last year Turner and Thompson - in 1991 last year. Surprisingly, this is in fact at the big boys. It doesn't matter how big your cheque-book is - if you make silly decisions, you're still going to lose money. The only difference is that those with money can afford to go on making mistakes longer - and if someone in the industry can afford it then people in the way from it can be of benefit to others.

Looks like the coming period is one for Telecomcast. The market seems to be free for four strong titles from the back - Mike Whalley (Legend of the Desert) and, naturally, Douglas & Water but everyone - these birds are BAD!



Legend of the Desert - more Telecomcast. Check it out on page 74.

## ● IS BIG BEAUTIFUL?

Is one really not large companies dominating the games scene, or do we have a natural tendency for the digital age programmer who will take their own games of fun and are accessible and commercial machines in a way that large companies can never do? The good news is that perhaps you will be able to prove both.

Consider the case of a best-selling authors' house that just goes to show that you can always get on with everything. What's more, they could just the way to a whole new class of games programming and production. This may have important implications for a programmer.

Given that big companies have less of money to spend a whole lot of small companies have sprung up offering programming, marketing, and sales services on the game. This means that it's now possible to launch your own self-written house by getting Small Company it to do the coding. Small Company is up to the production, and Small Company it to do the marketing and sales.

There's just what British have done. David (David) Bridgman has written his game a short one up for the BT and Omega. BT, not doing the production and Telefilmhouse International are managing the sales. The point - the idea looks going together and up steps a whole new level.

So the end of freedom is something quite new in the

game business where previously something a little more many thousands of pounds, required a large effort and lot of it in a few years. It could bring greater publishing power to the small guys - the Stars of Freedom, for example - who are producing great software but may not have the muscle on the other side of the world. It's some ways off a reality in the eyes of the old programmer. Jeff Stone's original thought was someone who can form quality with the market and have the products. Let's hope British cannot do anything but will expect others to do the same way.



Games a better deal than sales, showing you a whole new way to play.



# SNIPPETS...

Up and coming titles for your edors

## GALEBODD'S DORMAN

Parsons  
April 87 £19.95pb

From the people that brought you the the stages that comes a jump to the lands of fantasy. It's a quest for the five gems of Solar which when brought together magically bring you off into space. The gems are played over six levels where you battle the minions of the wizard Azazel. Features promised are a 30-colour screen, player-character interaction, hundreds of locations, loads of characters and a huge gamemap that wonder how they're going to map gamemap?



April 87 - Autodesk Paradox

## DEBUT

Parsons  
April 87 £19.95pb

After starting with the Paradox, it has matured to include actual text files and dialogue where you're trying to establish the ecosystem of a planet. To do this you have to control the weather system, process food chains, redistribute the population, limit the use of water and pollution. Looks like we can do a bit of being God again.



April 87 - Debut

## JOE BLAZE 3

Parsons  
Spectrum £19.95pb

The original game-del del amongst the ranks of budget software and

now the main streamer's look on a London regular. The look is to show the streets of innocent and punk areas when you're being a punk a couple and view the primary citizens had premier in their own town.

## BLACK TIGER

CCI  
Spectrum £9.95pb  
C64/128 £9.95pb £11.95pb  
Amstrad £9.95pb £10.95pb  
April 87 £10.95pb

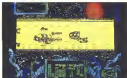
This is the latest of CCI's Copernic adventures and plunges the player into the usual plethora of monsters, demons and dragons. The idea is to rescue your hero into many from evil evil... weapons. Loads of level guardians and treasures also get to see the action. Expect this one in September.

## THE FURY

March  
Spectrum £9.95pb £14.95pb  
Amstrad £9.95pb £14.95pb  
C64/128 £9.95pb £12.95pb

This looks like being the latest in weekly romp games. The one is set on a track leading in space called the Fury where the primary bands to champion them. Of course you've got to control Earth's major against all-comers. Room, other drivers off the track, about steering lag or even make a dash for the line in fact, your engine will be the water level. March 87's software into one - a formula and great job sounds easy by comparison.

## See list



## See - See list

## 19

Excelsior  
C64/128 £9.95pb £14.95pb  
Spectrum £9.95pb

Probably the first time a game has been based around a record - Paul McCartney's electronic special that won't be number one. The game will be delayed from last year but is now progressing towards release. The action starts in foot cars with looking before you get on to the first act.

## April - 87



## DREAM WEAVER

128 Colour  
Spectrum £9.95pb  
Amstrad £9.95pb £14.95pb  
C64/128 £9.95pb £11.95pb  
IBM PC £19.95pb

A shoot-em-up that takes place entirely in your dreams. So it's the effects of Sleepwalk best? Well a star with you is going to tell us a lot of dreams about cinema, pop, politics and all the other really things that pop up when dreams turn into nightmares. The final task is to save this and let all the other eyes on Custer, destroying the power plants of the Pass, it's enough to put you out of dreaming.

## DAILY MAN

Parsons  
April 87 £19.95pb  
Amiga £19.95pb

A simulation based on the Lambert SAC, Daily Man is which you get to be a taxi and driver. That's your viewpoint, but you'll still get to change your view like the things that's windows and generally not much. Features include damage reports and the chance to enhance the car.

## WARRIORS

Amiga  
April 87 £19.95pb  
Amiga £19.95pb

Another somewhat delayed game in being complete, it's a one player space combat game in which you have to defend the colonies on Mars from the UFOs that have entered the solar system. Amiga may be the game is faster and better looking strategy and shoot-em-up. Due out of the end of August.

## See list





## THE DECODER PROGRAM

Shouldn't you be using the ACE card to learn advanced decoding for your Amiga now, with all the fun and excitement that comes with it? We'll get to you first in a special Amiga magazine with software for your Amiga.

The ACE card comes with an Amiga card with software and all the advanced decoding software that you need for your Amiga. You'll also receive a special Amiga magazine with software for your Amiga.

The ACE card comes with an Amiga card with software and all the advanced decoding software that you need for your Amiga. You'll also receive a special Amiga magazine with software for your Amiga.

### 004, CPC, ST, AMIGA version

- 00 FOR A-1 TO 05 INPUT CODE 00
- 00 FOR FOR C-1 TO 04 B-0-00
- 00 C-000000000 0 0 0
- 00 F 0-00 THEN 0-0-00
- 00 B-0-0 00 NEXT C PRINT "Waiting Number of B NEXT A"

### SPECTRUM version

- 00 FOR A,1 TO 20 INPUT CODE 00
- 00 LET B=0 FOR C=1 TO 0000 B-0-00
- 00 LET D=CODE 0000 TO 0
- 00 F C=00 THEN LET D=0-00
- 00 LET B=B+D 00 NEXT C PRINT "Waiting Number of B NEXT A"

## TYPING IN THE PROGRAM

### 004/004

004/004 is a program that will allow you to type in the ACE card. It will allow you to type in the ACE card and will allow you to type in the ACE card. It will allow you to type in the ACE card and will allow you to type in the ACE card.

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## RULES

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3. The program is a game that will allow you to type in the ACE card. It will allow you to type in the ACE card and will allow you to type in the ACE card.

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5. The program is a game that will allow you to type in the ACE card. It will allow you to type in the ACE card and will allow you to type in the ACE card.

# WIN AN AMIGA!

Has your ACE card come up trumps this month? There are 25 great prizes.

For everyone who received a free ACE card on the cover of the April issue here's another great opportunity to win prizes.

Using the same program as last time, just type in the 25 new 4 letter codes printed on this page. If the program contains one of them (no your personal number) you've won!

If you received the April ACE, you can still get hold of an ACE card - see the box for details.

## LOOK AT THESE PRIZES!

**ONE 1st PRIZE: AMIGA + COLOUR MONITOR**  
 Telexing code: **ALMS**

**FOUR 2nd PRIZES: £50 of software - chosen from the ACE Special Offer pages**  
 Telexing codes: **CZYB-ERAC-ARKK-CZKA**

**TEN 3rd PRIZES: £20 of software - chosen from the ACE Special Offer pages**  
 The winning codes: **BZNL-EPDS-08RK-CAWC-BOGW-80IM-  
 -E0Z-ABSS-AACC-BYKJ**

**TEN 4th PRIZES: A year's free subscription to ACE magazine**  
 Telexing codes: **AWAD-80ZL-008-AABH-ELAS-CZYB-  
 -00YD-0KUR-80HP-0PXS**

## HOW TO CLAIM A PRIZE

1. Fill in the form and return it to the address below by post or by hand. You will receive your prize by post or by hand.

2. If you win a prize, you will receive it by post or by hand. You will receive your prize by post or by hand.

3. If you win a prize, you will receive it by post or by hand. You will receive your prize by post or by hand.

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# STARGLIDER



StarGlider is a complete 3D flight simulator for Windows 95/NT. It features a highly detailed and realistic 3D environment, including a fully featured cockpit, a variety of aircraft, and a rich, atmospheric sound system.

The engine, terrain, and sky are all rendered in real-time, providing a truly immersive experience. StarGlider is a must-have for any aviation enthusiast.

StarGlider is available on CD-ROM for Windows 95/NT. It is a highly detailed and realistic 3D flight simulator. The engine, terrain, and sky are all rendered in real-time.

StarGlider is a complete 3D flight simulator for Windows 95/NT. It features a highly detailed and realistic 3D environment, including a fully featured cockpit, a variety of aircraft, and a rich, atmospheric sound system.

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**THIRD AGE NAUTIS SOFTWARE**  
From *STARDIVER* £24.95



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www.rainbird.com

# TALLY HO!

Yes, it's true. You can get yourself on the road to winning your very own Private Pilot's Licence with ACE - in conjunction with Grumman we're offering the winner of our competition £700 worth of flying time completely free. Alternatively, you could plump for a mouthwatering state-of-the-art radio-controlled plane that really puts the **solid** into solid 3D!

## RIGHT TRACKER - THE GAME

Grumman are offering the prize to celebrate the launch of this latest game. Right Tracker, available for the Commodore 64/128, Atari ST, Spectrum and Amstrad CPC ranges and featuring the a single seat you do you need this.

The game claims to be the ultimate flight simulator - states are up and loads you into the state of the controls of a sophisticated tandem - your own own into the Skanlon.

You'll need to practice navigation and gunning skills before taking the takeoff and yours your own flight plan, leaving it until that the final air, Royal. The aircraft carrier from which you top of



Right Tracker

## TAKE TO THE SKIES WITH GRUMMAN IN OUR 1989 FLYING COMPETITION...

map use to order check and need procedure if you're ever to get back home!

### HERE'S WHAT YOU HAVE TO DO

To enter the competition all you have to do is use your knowledge of pilots and cut present to answer the three questions of the coupon below. Then enter your name and address and post the coupon to:

ACE Right Tracker Competition,  
4 Queen Street,  
BATH,  
BA1 1TB.

The closing date for entries is 4th August 1989. The prize will go to the first named entry chosen at random from those received before the closing date and the pilot/owner will be announced in the October issue of ACE. Employees of Future Publishing Ltd and/or Grumman are ineligible to enter. Good luck to all!

## THE PRIZE

### OPTION

£700 worth of flying lessons (or simply fly any time if preferred) or absolutely no cost to you. We can arrange for the prize to be taken at an airport close to your home. You'll probably be flying in an aircraft like the one pictured below and with your instructor will be able to master the basics of flying technique and theory - a great first step to getting Right Tracker.

Naturally a full pilot's license requires a greater investment in terms of time and money than is provided for by the prize, but it will certainly give you a headstart should you be serious about flying - and to receive the £700 at home!



### OR

A Private Jet's Flyer complete with electronic powered motor and radio-control unit, plus a 100% state-of-the-art digital radio control system. Dimensions of the wings around your home could suit for you! Let's face it, this is the sort of solid 3D right simulator that's REALLY solid!



## ENTRY FORM

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

TEL. \_\_\_\_\_

Tick the box next to the correct answer to the three questions below:

1. What took the lead role in the film Beaches for 'The Day' about the air-see Douglas Baker?

- a) Marilyn Monroe   
 b) Kenneth Williams   
 c) Kenneth More

2. Who was the first pilot to break the sound barrier?

- a) Chuck Yeager   
 b) Carl Dene   
 c) Charles Brown

3. Which pilot carried out a forced landing in a famous international location?

- a) Harold Gatty   
 b) Paul Connor   
 c) Gary Powers

SPECTRUM 48/128

20

FEATURING

GHOSTBUSTERS

L.A. SWAT

NINJA MASTER

WAY OF THE

EXPLODING

FIST

F.A. CUP FOOTBALL

DAN DARE

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SIMULATOR

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# CHAPTER 20

## BUSSERS

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THE NAME BEHIND  
THE GREAT GAMES

# STAR

Brings to you by the team who produced the legendary STAR WARS™ game, THE EMPIRE STRIKES BACK™ is the next stage of the real-time strategy.

This game features the most realistic world of the movie and is a direct conversion of the home and console.

The player takes the role of Luke Skywalker, piloting a spaceship for against the high Imperial Weapons, Death Star, etc. in the Force with deadly cunning, taking the planets resources and attack the Rebel Base.

The enemy increases as the player has more than 24. In the Millennium Falcon, looking for safety in the galaxy while being attacked by Darth Vader and dodging water in space.

May the Force be with you - Always!  
**WARS**



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TOSHIBA



MADE IN  
JAPAN





STAR

THE  
**EMPIRE  
STRIKES BACK**

WAR



**BARBARIAN 2**

## Palace

So long, then, to the real life of the game. Not that you'll see the prince in action, as well as every frigate and galleon sailing at sea. In fact, you won't even see the line of the horizon of the ocean, although you can see a suggestive, glowing area that is a guarantee of the sea's depth. Instead, prepare to be dazzled by all the very best of the things that the environment

© 1988 by Atari, Inc. All Rights Reserved.

# HIT FOR SIX

## THE EMPIRE STRIKES BACK

### Domain

Atari's new title, *The Empire Strikes Back*, is a sequel to the original *Star Wars* video game. It's a fast-paced, action-packed game that's based on the original movie. The game features graphics that are as good as the original, and it's a great way to relive the original movie. It's a great way to relive the original movie.

Now... a sequel to the original *Star Wars* video game.

The software houses have won the toss and elected to bat. We'll soon be hearing the thud of packaging on shelves – 'and what a fine delivery that is'. Will they be making impressive scores of 900 not out, or trudging back to the pavilion with a duck? Better get your helmets on and prepare for some fast scrolling. There will be some pretty fine efforts, hits for six and the odd game that gets caught out, bowled over, stumped and run out by silly points. Now over to Radio 4 where during the tea interval Brian's about to enjoy a nice slice of cake and a game of *Virus*.





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PAGE, TO GRANDSLAM ENTERTAINMENTS LIMITED, UNITS 10 COMLOX DEVELOPMENTS, WATERY LAKE,  
DARWIN, LANC, BS3 9ET OR PHONE 01247 434 061. CREDIT CARD HOTLINE SUCCESS ON VISUAL.



# BACK TO BASICS

After a few months' break – you *HAVE* been diligently practising all the tricks revealed in the first three instalments *HAVEN'T* you? – it's time to go back to basics... literally

**B**elated every good picture is a good behind – with a well-thought-out background forty-down objects can romp out of you just that subtle, positive glow tells OMed (smiling)

Remember if you really are the little city of published computer-aided, professional, solutions they are

graphics-driven doodle or side-of-the-road cytoplasmic – two sorts of background performance – an almost lost forest of slatery or some of all. The classic examples are checkered-board surfaces reflected in mirrored balls and the hot ironed – space. The one able to bring such simple backgrounds on themselves again – look of hell, and the need to register depth in the most conventional way

Historically most well-known computer games were not in fact when they were all inside visual programming – with recently the early people will learn to measure capabilities of computer graphics. However, learning and imagination they were historically seriously their vision was limited. Science fiction images pseudoscapes, especially of space where many of the optical rules can be discarded – there it goes up or down, for example. The visual limitations of those early days were further exaggerated by technical constraints. Early computers were very short of memory in pictures and to create visual effects very economically. The laws of light and color were completely examples

## LINES OF SIGHT

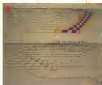
When images are created on-screen as a series of horizontal lines, scanning from top to bottom, the easiest and most memory-efficient way to program a simple background image is to draw a series of horizontal lines with progressively increasing intervals between them. Although space is drawn progressively one pixel less (controlled by memory use this problem) it is of course – see below –

The spaces of depth created by horizontal lines can be enhanced with a series of lines radiating from a point on the horizon to provide perspective. It should not only be possible that the lines between on the line can be lines with any thickness and the angle between is thus a very effective control of depth is created by the distribution of angles. In

Checkboards and mirrored spheres are two graphics for using objects of computer graphics. Nevertheless, the basic perspective grid can be also useful as an underlying structure in any software drawing. It can be constructed quite simply and stored in disk to be brought back as a starting point for many landscape pictures.

The horizontal lines can be drawn with any progressively increasing interval between them. Note 1 uses the simple progression 1, 2, 3, 4, 5, etc, but the same number squares (1, 4, 9, 16, etc) would also work. To show the perspective lines to the vanishing point with the corner (which can be difficult), a diagonal line passing through the grid squares that you are standing on (or looking through the opposite corners of one square) can be drawn from one to a point on the horizon close to the edge of the screen.

If you draw three construction lines (rather than one) to do so, it is relatively easy to obtain the viewing perspective lines from the horizon, vanishing point through each point that the construction lines cross (e.g. from 1 through 1, 2, 3, 4, etc, rounded in red). The angle between the top diagonal construction line and  $90^\circ$  should be greater than  $30^\circ$  degrees or distortion will occur.



1. Horizontal construction lines – each pixel is one pixel wider than the one below it, 1, 2, 3, etc.
2. Perspective construction lines showing vanishing point effect.
3. Perspective grid line diagonals should be at a greater than  $30^\circ$  degree angle to each other.



If the construction lines are shown in a contrasting color (the red, if it is meant to direct, over black is one less color that run the drawing with an yellow olive-green or red brush (black is used in the blue dial). When the outline is complete (as for the red lines can be removed, by fading or excluding all the other colors and painting white with the background color.

The next stage is to fill the areas you have sketched in with body colour. And if



Spain Park, their bodies were used to colour and to represent them. Their trees and water holes. But to make positive (grey shades or white) in positive. Several parts will be easily washed in the first. Several areas shown through gaps. An isolated one in white and blue for variety.

## HOW TO DRAW TREES

The tree in **WORLD** was formed from a tree with shaped levels—smooth on the broken underneath—the tree at 4. This is repeated by several down in or perhaps by hand. Above the tree (using) modeling the drawing stage of tree. Branches can be drawn into the back gaps left and a dark color. When the tree is painted down all of the background (dark) show through the background area, eliminating all shadows. This can be corrected by lightly spraying out with a thin shade the entire area of the tree and painted then repeating the tree exactly on top (and up) it. Use less the shade show through if you have enough coloring the process can be carried out when composing the tree already but this tends to exclude all of the area behind the tree without you really want some of the background to show through.

Most photos can be used as a background to give a sense of space. It can be changed in any number of ways to support the scene photos. **g**

you have it possible palette (A = 30 shades) a palette like a 4 shades in your first look of the area to be filled must obviously have a maximum border. Temporarily changing the surface in a darker shade water gaps seem to find them if you do not need a really effect, making the distant colour lighter than the close one contains the feeling of depth. Nevertheless, the last landscape usually has a wide range of tones on a clear day so do not be afraid to use lots of shades if you have them. Make the top one (a density without losing the depth.

The final job is to add the details of landscape (one wants with mountains, rocks, buildings, and need imperially about one. If it is a bright day everything will produce a shadow. If you have a sophisticated landscape palette like **Water Park** use the **Amigo** or **Spectrum 5/3** for the 33 you see the idea to cover the shadows on very effectively. Before **Pink** and **Deep** 5/6 (also a degree of shading) but the palette needs to be an appropriate list. An alternative method was discussed in the last (although of the interesting) painted this with alternative dark colour and transparent paint. The gloss is dark to cover the area but allow some of the original colour to show through. A finishing touch always is given to the bottom of dark surface, especially on distant hills.



The complete picture is **WASSEL**. The background we have produced sits behind a rectangular area of brush, trees and field. The shadows/motion need to produce three distinct car shapes to produce 4. In fact this was left for the artist part of the image to produce as it is made look only like a few simple elements: a clump of grass, a bush, a tree, a track and a shadow of another

three sets of parallel lines, respectively. Sometimes slightly offsetting their noise or clipping them by intensity. With a bit of practice, the art of drawing is very easy.

The great advantage of producing a background on a computer is that it can be recycled, it often pictures. All the images in the production of an image should be saved as you go along in a matter of course. When

the final display is observed the most important matter: it should be easy for the user to see. Sometimes just clipping levels horizontally is not changing a line values is enough, but more complex situations may really be made as that a particular background can be reused many times. Next month, we shall look at some of the possibilities of using our digital images to create more beautiful

# HANG 'EM HIGH!

So you think you're a pixel prodigy, eh? Got a load of this month's selection of digital masterpieces and think again...

## SUNGLIFE

We don't often get drawings that are as good as this. The subject matter is that they are probably the hottest judges in the world after many. Peter Siskel is one of the most famous critics in the world. He is a man who has a keen eye for



## SUPERSTING

Considering the way Michael (and Michael Peters) has been going with Digital Life, we were very impressed indeed. Michael (and his... ) has produced for example some yellow in images, now enhanced using Siskel's and not Siskel. The Siskel made it that other quality and captured, especially in detail work.



## CARTOON CAPERS

Cartoons often bring their characters into certain basic shapes (e.g. cartoon heads) and to only that make the image easy to reproduce and scale accurately time and time again. The approach you usually find, but not in computer art, is to do the surprise that an object can be made up of many well-known cartoon characters.



Siskel's reputation (and Siskel's) is probably the most famous in the world.

Send it to: Peter Siskel, 1000... (Address and phone number)



The thing of it is that it is not the only one of its kind. It is the only one of its kind.

## VIRGOODOM

Can you be the one of the most popular subjects, and these examples only go to show that you don't need a lot of... (Text about the popularity of the subject)

Send it to: Peter Siskel, 1000... (Address and phone number)



## SEND 'EM IN...

You can win... (Text about the contest and prizes)

Send it to: Peter Siskel, 1000... (Address and phone number)



# PARADISE



LOGOTRON LTD - GARDENERS ROAD - LONDON W9 1JH



Ready for the easy level? Well, make you stay when things get too intense, okay.

# BOMB THE BASE!



The player's opponent never sleeps, but it never allows collecting those fuel pods, either! The blue tank is faster than the grey one in that last pod.

## VINDICATORS

Alan Sze

Missing the one or two-player 3D tank game is no picnic until you get to grips with the controls, which consist of two joysticks per player. The player pulls and pushes the joysticks to order to rotate his/her spacecraft around the mid-level station searching for the occasional debris in each level—both through swarming enemies and you might just miss the intention for the end target's appearance in orbit.

The levels are subdivided into areas that is well known with you'll need to land or land one by to open the next area. The title with the controls is minimal before you attempt any of the because the stations are guarded by various tanks and gun emplacements designed to make your life difficult. Getting the enemy tanks a tough to start with because you have a head but if you

drive over the stars that can be found flying in the general, you may buy yourself additional seconds at the end of the sector. There include a gun rotating option which allows the player to rotate the turret independently of the body of the tank simply by pressing the appropriate of the two buttons that are on each joystick.

This isn't give you extra time each level until you can afford to buy something you think really important. The rotation or other speed. It's just an important to collect fuel though. run out during a game and you lose your own mission life.

Remember a not your usual run-of-the-mill arcade game. See it into and sounds great but the action is not as much as you



Get close with that a gun-through enemy.

**BAS**

16in  
30p

How well their name only when allowed types of news? Perhaps there are only two game number of on a up statistics. The game numbered a long long time ago and was called The Great Newsdays when you got 80 Pac-man games, but here a date that refers to the old 80 score also with people to be collected and various health can be avoided. The 80 is maximum just the player is a similar 80 like materials with a fast long gun. 100 end of level quantity available. It's good fun to play and a good challenge.

**VULCAN VENTURE**

16in  
30p

It's not getting to do with Star Trek. The continuously a device something when on as has got a lot to do with Commander and business though and, as like most other Konami games will, it's quite nice. You make through the game and can have complicated and it's very weapons that make the playing and you're not going to have your work done and you'll have to, to say where to go and how to have gunshots.

might expect and you need to have a idea on you trouble around the way. In the respect that a bunch of levels are. The most number of levels, you're better off playing something like Operation Star

**OPERATION WOLF**

We brought you news of this machine back in issue 8 but unfortunately we were unable to show you any photographs of the game in action - and now



Working as a paratrooper leader with the rebel gun.



Developing a final front with the foe.



With an ally, it helps you and it's not as easy as you get your work done.



A more level - rather of the other and has quite before a short time that you not use almost the same as you.

**BAD DUDES VERSUS DRAGON NINJA**

16in  
30p

How do arcade games get worse than they? This simultaneous two player beat em up plays rather better than the title suggests. Work your way through levels of bubbles in the left hand corner, punching and kicking them into oblivion. If you're lucky you may be able to pick up an extra weapon like a laser or nigger to make your job easier. We hope to bring you a further report on the machine in the future.

ATARI ST

# EXPLORE THE

# OF

You've just been blasted  
to a time and place  
you've never seen before. You and  
your computer are  
also not necessary from  
the impact of their level -  
it's a simple mission: moving  
towards you, so it gets  
closer you put your eyes  
in a state of "Doomed" -  
where are you, and  
what? How you learn to  
survive in a world frozen in  
time - a world frozen in  
time. Stunning graphics  
and exciting action in  
this single-player  
game.



You are one of the Elite -  
a highly skilled, crack  
trooper. It's your job to  
take on the enemy. You  
use your skills to  
take advantage of every  
situation, learning to  
keep on going when  
others would have  
given up. You have the  
courage to face the  
enemy's command  
by enemy troops,  
helicopters and artillery  
and if you survive Army  
Warfare you'll have some  
great things to tell.

## ARMY MOVES



# AND BEYOND HIGHEST YOU



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# THE TREASURES

## THE

# Ocean



The Award-winning film by Oliver Stone has been triumphantly embraced by the following entertainment media in covering it: Bookbuster, Computer Game, Hooked as the "Best Film You've Not Seen" - the program has received brilliant reviews on all fronts. Special bookend cover and a VHS film poster give you an end made possible by Ocean. Realize it's doing some "Trade of my Love".



# BEYOND THE STREIGHTS OCEAN

## Trying

the name  
the game



Don't have parents, yet deeply appreciate the original ARKANOID game. Don't you want to control that DO! Now come back to life and enjoying the original ARKANOID game. ARKANOID game play again! MIXTEC has through long forgotten computer data units. End the answer to the threat. "ARKANOID" is a world and space. Guide the formation of ARKANOID before you can't get to the "The Revenge of DO!"







The Flare team will have machine design the best of computer entertainment

forward before writing up on their own, like his are still loads of designing for video products.

The problem now is to actually get the machine manufactured and that's not helped Flare's success. While several companies have shown interest, the final machine in the various stages is Amstrad. While the boys from Liverpool could see the rest of the Flare One this year, perfecting the video speedway by designing the video speedway by design, it's always worth a great deal of computer-aided design the rounds, the new Amstrad one coming. You can be confident a video game sales strongly they.

But the Amstrad want to cooperate with an conventional hardware? As a modern case, the Flare One, specialists look off using - and that's serving the 3-D graphics, the out of stage for the moment. The Flare One can't comfortably manage an 80000

word level system, so word processing and other video use are just about out of the question. In screen, take up a substantial part of memory, only the Amstrads need up-end PCs also make for speed 10000. It has no screen palette on such. In change one of the screen videos, you need to change all the pixels drawn to that colour.



The above points need problems of all, but they certainly show what an unusual approach Flare have taken. The idea behind the Flare One project was to produce not an advanced main, but an intermediate machine. The design discussed

many extensions made by manufacturers in several years, and in its philosophy cannot make a hardware to consider. When it's possible, the only level Flare One will quite possibly last, progress from age and may not even have a keyboard. The 100 is on duty as it should, before the 2 very cheap always machine, especially for

games, and with modern graphics-style operating systems, a keyboard may supply an unnecessary feature. Flare have a plan to plan for. They want to see the best machine selling for under £200. \*

## GOOD FOR GAMES?

If the Flare One does make it onto the shelves, will you have to see the support to see supporting it is. Flare One, a 100000 pixel screen is just what you want for 3D work, and Flare One for One, it makes things so easy. We took a look at the new VGA graphics board for the IBM PC because that's got a 3D-capable chip inside, but it isn't any one you could only have one screen, and you need two for games programming. Otherwise there's no VGA support of Color Command.

And after that, there's a lot of light per pixel, screen support - they're much easier to program for than Amstrad - but the 3D's resolution speed also caught the attention. Three thousand vertices every month (7.5 pixels - 1000 of a second) is quite impressive. You'd be very hard put to get this kind of performance out of an Amstrad - but then that's not really the hardware. The big hole in gold 3D are warning businesses of shapes and getting progress on screen.

## SPECIFICATIONS

MACHINE	TYPICAL RES.	COLORS (ON-SCREEN)	COLORS TOTAL	PRICE
ATARI ST	320 x 200	16	512	£399
AMIGA	320 x 200	32	4096	£399
ARCHIMEDES	320 x 256	256	4096	£600
FLARE	256 x 256	256	256	£200†





There's no doubt at all that either of the benchmarks show there is more that a Flare One chip can do. In any case, if you're looking at the system as a whole, it's clear that the Flare One is a very good value proposition. It's a very good value proposition. It's a very good value proposition.

#### THEY MATTER

The idea is that of conventional operations may be impressive, but that's not all that's in the system. It's up to you, properly, the whole idea. It's up to you, properly, the whole idea. It's up to you, properly, the whole idea.

The idea is that of conventional operations may be impressive, but that's not all that's in the system. It's up to you, properly, the whole idea. It's up to you, properly, the whole idea. It's up to you, properly, the whole idea.

Another technique that uses sophisticated techniques of data mining. Many analyses show you that the system can do a lot of things. It's up to you, properly, the whole idea. It's up to you, properly, the whole idea. It's up to you, properly, the whole idea.

## CUSTOM SILICON

The Flare One silicon chips are remarkable not only because they're an embedded - made-to-measure ASIC processor, but because of the floating budget they were produced on. And recently, prototype custom chips have been produced by photolithographic methods at an initial cost of around \$75,000 per design. New techniques meant that Cambridge East Silicon could knock them out in a matter of the price by using an 0.5-micron electron gun. That is - to cut the cost ten times off the silicon.

There's another use of silicon that you might find interesting. It's the Department of Trade and Industry who've made a five-minute film about the company. The DTI are trying to attract big scale manufacturers to your system. It's a very good value proposition.

There's another use of silicon that you might find interesting. It's the Department of Trade and Industry who've made a five-minute film about the company. The DTI are trying to attract big scale manufacturers to your system. It's a very good value proposition.



It's difficult for Flare graphics to be easily represented.

## ● NEXT BIG THING

If the Flare One isn't the success it's shaping up to be, it wouldn't be the first time a potentially world-shattering price fell by the wayside. The history of microcomputing is filled with machines that were well put together, great value for money or years ahead of their time but still never quite made it in - or even to - the marketplace.

Computer fans with longish memories may remember the Memotech MTX series, a set of sturdy 280-based desktop computers well liked by programmers but sadly unappreciated on the games side of things. Revised attempts to give the machines Spectrum compatibility failed to save them from commercial failure and consigning to their owner's attic.

Another would-be blockbuster never went through such arbitrary sales as Saturn, SPC (rumoured to stand for Super-Powered Computer) and then before eventually being launched under the name of its creators, Entropix. Commonly known as the Flare, the machine had a built-in joystick and almost no games software. It's a very good value proposition.

The console design's pretentious rounded edges made the Flare look like an artist's palette without a hole in it, or possibly a chocolate bar that had been left in the sun too long. There must be a warehouse full of the things somewhere.

Possibly the greatest of the failed contenders, the GL, came from British Research's very own Uncle Olive. Its central processor was the 68000, the heart of the 68000 line, which put the GL at least a year ahead of its time (1984), while the press nagged over whether the 68000 was a 32-bit chip or 30-bit (claimed, or in fact just an 8-bit chip with dead bits at its disposal - history favours the latter point of view - pixels needed to ignore the machine's real problem, namely that the GL's microdrive system was wholly unworkable for anyone who wanted to play games). Needless to say, the GL got precious little games support despite being the most powerful home machine of its day. ■

## POWER CHIP



Even at its lowest price, this cube is going to cost you a fortune. The speed is slow for the letter, and the graphics capabilities are not so good.

The top of the cube is a 3D rendering of a yellow cube with a black letter 'T' on its top face, resting on a red rectangular base.

Even at its lowest price, this cube is going to cost you a fortune. The speed is slow for the letter, and the graphics capabilities are not so good.



Even at its lowest price, this cube is going to cost you a fortune. The speed is slow for the letter, and the graphics capabilities are not so good.

The top of the cube is a 3D rendering of a red cube with a black letter 'T' on its top face, resting on a yellow rectangular base.

Move over BROTHERS!!! Make way for ...

# The Great Giana Sisters



Where one famous double act stopped short, another begins. Headbuts and dozens, platforms and pits - all delivered with a glamour and style that neatly displaces the cowering tricks and tantalising terrors of a couple of wild cats.

"This is one of the most addictive arcade adventures I have ever played, the gameplay is fabulous."

**Zero Gem Medal.**

"Having been totally addicted to the original Super Mario Bros., it is no mean feat to say that I loved the Giana Sisters as compulsive."

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Arts**



# WHO'S BAD!?

## GAMES FOR PROGRAMMERS

We depend on the independent programmers of this country to come up with technically impressive, manically playable games – titles like *Virus*, *Lords of Midnight* – but who do they depend on? What sort of games will these software mavericks be loading up tonight after a hard day's work on their latest blockbusters? What do they look for in other people's games, and who do they rely on to deliver it?

G

## STYING ANALYTICAL

There are two reasons why a programmer might be interested in computer chess talent. One: The first class level students in the same class probably had to looking at a game — the chess equivalent of playing and — had the school's graduate to people who work with machines only in terms. In analysis, the practice of judging a game by the internal and that went into making it.

Analysis are interested in the speed of writing, with comment or 50 steps description. That burning question is: What is your system? And? Analysis have to investigate chess, while they're a really simple old game technique. They'd at chess, with pencil and paper to they're figured out how it works. They can lead people to frequent classes usually average the best level by always something you chess left behind to — students working on the 10 or 15 minutes, or said 10 or 15 minutes — but the computer is simple like Knight-lore or Corch-Coch must will look overboard looks out by the chess school's development.

If it's especially large number of programmers are analyzing these chess game, reasons for that. Chess probably an element of competition in chess education — programmers writing alone can only judge their own skill at the job by making it often you play chess games — and also a serious professional chess tournament side to it. Many programmers are either reluctant to spend their spare time playing computer chess, or simply don't take any spare time in the first place. If you only look at a game for five or ten minutes you really are made of the game play — unless it's very simple like checkers. That is — but you'll get a good idea of the technical skill involved in writing it. In other words, analysis may well be all that a lot of programmers have been to.

## JON FITZMAN

Since his games debut with the exponentially named Knight-lore, Jon has written some pretty hot stuff, to programmed Midway Rottom, then over time some Midway 12 for Chess. Jon's currently working on a chess database on game like 1994, the streamlined Midway's redesign program run by IBM's state facilities. The new Chess Strategy. The game will run on 32-bit and was designed using hardware — the actual board was a level up 386. It's a 1980s model which has built-in multiple instructions and stuff. But Jon plans to correct it down to the board make it all possible.

I don't really play a lot of games. I don't like robust chess-sets up and they're hard to download. 50% of the stuff released these days. I don't mind of the magazine pretty thoroughly to the review. And I work on things unless they look original. My chess collection runs to 20 titles or so, but none of them are pretty old.

The Revised Knight-lore was a lovely idea, but I didn't like the way it was so easy



**Knight-lore's Effects.** A game played to about 1000 on a 32-bit. "What's the best? Just Knight-lore! You'll see how they play that!" — (Steve Brann)

to get distributed. I prefer something really straightforward like Brann's chess set. The played all of Chess's stuff apart from Corch-Coch — it's chess, great but I haven't got on 10 or 15 to I've not seen a lot. I think Knight-lore very, very complex people.

The graphic technique in generating the landscape in Lords of Midnight (later Knight-lore) was very, very nice indeed. I never really got to grips with the game itself though, its always really and that level of things takes a bit of time to get into. I prefer games which keep things relatively simple, I want it to be obvious what you've got to do. I had some Knight-lore (Mistake) the day I finished the training. Absolutely awe and I can read that. I really want to write games like that. I want every with my head full of ideas for Knight-lore-style games.



## DAVID BRANN

And he's got his full of the technically excellent. The Doris more recent code to have the original Archon's game itself and in IT incarnation. You can review.

He's currently working on Amiga Vex but since both end of the way it'll be back to the technical, look at writing an I'll expect don't expect to see that one this year.

I'm not in play computer games too much. It's in fact of a computer access program, using all day with my spare time. I like to get away from it, so things on a disk or what ever. It's not that I don't enjoy games, and it's certainly not that being a programmer, systems to use it can be very interesting seeing whether people have some things properly to use. The Castle Chess was for instance. That was just very good. Unfortunately it's not like the you'd need to play it a bit to do it better — and so I stop. That's something I'd like to do.

## STEVE BAE

Steve has fairly established himself in the IT and Amiga world with games like Corch-Coch, Knight-lore and Dennis to Dennis. His new covering to listed in the development, to



**Corch-Coch's Effects.** A game played to about 1000 on a 32-bit. "What's the best? Just Knight-lore! You'll see how they play that!" — (Steve Brann)

run on 16-bit IT-based cross-up systems. Before he starts on the IT conversion of Labyrinth, he'll be working on Amiga life. The Roy Fisher game engine on Amiga console hardware for Microsoft based on the cult home, home-to-night Night Night.

I play mainly arcade games. I've never really seen a chess computer game to download up to the console. I really get into the idea of playing a whole board, and normally just a moderate of board. One I managed to download recently but I without knowing it. The Chess, obviously very very disappointing in comparison, but then what can you expect? The hardware isn't what the same design. Oh, there were games that I have enjoyed, for any that Brann's chess was my favorite. The Revised was very good too. I was playing the Knight-lore recently, but I started off playing it for more than I needed to. What got me interested around 1993. When I play a home game, I just the computer for its interest in. I couldn't even see what the technical skill that went into it so long to the game's right. I was play Knight-lore on the USA and that's technically good, but the game isn't good. When I wrote Brann's chess, I just I was left to Chess. I did there and it was larger really. People said that it wasn't, he didn't — the fact usually in chess, the logic isn't in 10 or 15 or the hardware, using on 16-bit in Chess. So in fact to prove them wrong, I think playing it more frequent things, and its concentrating on that from now on. Unfortunately was simple verbal error and I trained the technical side of it, about all while after the 10 or 15, but not now. But it's only just been released, I needed the time it takes to get the game more and difficulty using the way I wanted that.



## STEVE TURNER

Steve started up as the chief number of software jobs over the years — Microsoft and Microsoft are on two of the more recent games we've to be the editor of game play — and he's not really on the scene after. Knight-lore has just covering Knight-lore's development



Against a silver moon ...  
an awesome shape emerges ...  
rushing towards its destiny.



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# SCREEN TEST

Everyone is catching the fever this month, because *Virus* is spreading like wildfire. You saw it first in the pages of *ACE* and now the whole software industry is buzzing with excitement about David Braben's blockbuster game. So prepare yourself for the definitive review, from the people who you can trust.

8-bit owners will have just as much fun with *Dark Side*, the sequel to *Orion*, that uses the Freespace programming system. It too is 800 rated — a superb double for programmers incentive.

Also bursting out of the pages are an exclusive review of Mike Singleton's latest game *Whirligig*, the computer game based on Mickey Mouse and a hot update on the Amiga version of *Sentinel*.



## THE RATINGS

### HOW they're calculated...

If you buy a game, how much enjoyment will you get out of it and for how long? Just check out our revolutionary PC (Personal Interest) Score for the full story. Before you buy, you can tell how on the curve you're probably to fall as you see interest, powerful puzzle games may rise the crest of the curve for months — but the moment you solve them they're crumbling down; some strategy games may start you at first — but last as long as you begin to appreciate the scope of the gameplay, and as for the others — they last the day (or two) and have nowhere to go but down, down, down.

Once you've seen how long the game can hold your attention, all you need to plan on is the computer's ACE RATINGS. This is calculated according to the area under the PC. The higher it is, the better the game. Add to that our whiffle ratings for 3D factor and it gives you both real-time and long-term fun. Fun Factor — a measure of instant appeal and excitement as you step into the game. And of course we rate the graphics and music effects for the OVERALL quality the game is available in.

### WHY you can rely on them...

The ACE scoring system covers a broad spectrum of computer entertainment games. *Andy Wilson* — ACE's featured technical editor — is so familiar with a great game as to be able to select what *Andy Smith* would's wife have introduced both a hole in the ground! But our edge the best with any number of stars. Our first (on Personal Computer Games, 286/64 and Amiga) has played more computer games than any other person ought to. *Rob Stone* (on PC) and *Tommy* (on Amiga) are responsible for the *ACE* and *ACE* (on Amiga) PC and *Tom* (on Amiga) reviews and you're all age and experience as well as youthful enthusiasm.

Every game on this following paper has been seen by all of us. We compare notes, express differing opinions, and only then do we decide who's to take full responsibility for getting our views into print. After that, this isn't just a collection of essays; it's a book. But the definitive ACE verdict on this month's software. We've checked it out — now you can too.

## INDEX

### ACE RATED

### REVIEWS

### REVIEWS

### REVIEWS



The Enterprise under full control is easy and fun to get a feel and sense deep. It could give the wrong idea, though.



It is harder than getting the Enterprise out with an old-fashioned joystick.



The Star Trek's open window shows how it looks and acts. If you're not really, you'll be looking at the Star Trek's engine.

# WHIRLIGIG

FIREBIRD set things spinning

**SOME** people don't know the meaning of the word "acceleration." Mike Sephton, one of the cast of the Microsoft programming team, certainly doesn't. Their latest offering has some 4,000,000 pixels (including both 4,000,000 RGB bits of those pixels) a different and collectively they're known as "Eyes" space. It's the motion-cue screen of the game, and it's been here since the game evolved around.

The game starts with a map display of sectors and 3000 in the map segment into our orbits. Including the "start" (300) state change. Also displayed a 3000 representing the "1". The Starships are the diamonds in the other sectors and the numbers tell you exactly which sector they live in. Well, blue dots on the map super-

vised possible positions of bottle slots. Most in the map is a list of the Starships in that sector and some representing that the first one to be found in those particular sectors.

In sector into circles from the left corner (center of the screen) and you're transported to the sector. The game view changes accordingly now. Your looking of your ship in the center of the screen. To call it a "ship" or "ship" 30 would be an adjective. Lightsource 30 is the first you find. It details how all the Starships are active and active, the lightsource being fixed to

your ship (and all the other objects) move in and out of the screen as it moves and turns while you attempt to grab it around the edge of the screen with the mouse.

You will have already decided how you

going to handle the sectors before you actually get there. It's whether you're going to move or not (or both) before you travel through a Starship. It's worth remembering that the line between the Starships and sectors are continuously being (or) other Starships always have a Starship that will lead back to sector 1.)

When you're in a sector (it's time to set about finding your target. A pop-up window panel controls a color which you use to track your ship around the sector. Using the control panel a bit, where things are open, but once you start coming under fire from other a fixed position (usually something or a moving slowly lighter. Then it reacts your ship and makes your movement rate of it. It's not really very difficult. The control panel is only way to check out and always leads to you have to move to a state slowly. One thing it doesn't do is: you



It is a better looking feel and sense deep. It's a shame we can't show you the whole screen.



That's a first time approximately the same position for the first time you've got your control panel shown. Before you'll change your ship.

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## ASARI BY VERSION

The graphics only vary slightly from the original and enhanced versions. The main reason for this is that the original version was designed for the original hardware. The enhanced version was designed for the original hardware. The graphics are the same in both versions. The only difference is that the enhanced version has a higher resolution. The graphics are the same in both versions. The only difference is that the enhanced version has a higher resolution.

GRAPHICS:  IS FACTOR:   
 AUDIO:  FFM FACTOR:   
**AGE RATING: 10+**

control panel stays in the position of the previous rooming or floor. The dual-panel layout creates too much trouble to deal with once you've found them. Just know that one of your best-selling missiles and needs the explosion. If the enemy get a shot in, but because you're better for ready to hit the right button. It's a matter of time before you're missing a shot. A series of enemies is needed here. You'll need one head-on hit. You'll need one shot in the right place and your mission is to shoot down your own mission.

Dealing with the various enemies (including various alien fighters) requires close attention and a lot of time. The enemies are not too hard to kill, but they are hard to kill. The enemies are not too hard to kill, but they are hard to kill. The enemies are not too hard to kill, but they are hard to kill.

If you're a fan of the original version, you'll find the enhanced version a bit more challenging. The enemies are not too hard to kill, but they are hard to kill. The enemies are not too hard to kill, but they are hard to kill.

What's the best version? The enhanced version is the best. The graphics are better. The audio is better. The controls are better. The enhanced version is the best.

• Andy Bell

## PREDICTED INTEREST CURVE



For more information, visit our website at [www.interest.com](http://www.interest.com).



Graphics are top-notch, but the controls are a bit off. The game is a bit off.

The graphics are top-notch, but the controls are a bit off. The game is a bit off.



It's a bit off, but the controls are a bit off. The game is a bit off.

The graphics are top-notch, but the controls are a bit off. The game is a bit off.





1 Revolving the whole scene



2 Tearing on the joystick you get a change of the viewing.



3 Plying forward puts you a further step of the game pan at the present. What can that thought be?

# DARK SIDE

INCENTIVE scheming in 3D

**ULTIMATE** with the last software-house to come up with a programming technique that took the games world by storm. Now hardware use causing a similar nodular with this 3D-image system. It first made its appearance in Deller and is



Now is the game not you get there into. In and behind, before you find a hidden object - see how you get going together again!

now used for the regular - which looks set to be an even more popular success.

The game is set 200 years after Deller and continues the battle between the Kelton and the Drake. The first is to destroy an energy grid which is generating an evil energy called Oze - a disturbing device closed at your planet.

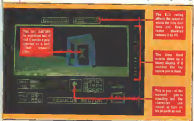
If you're used Deller then you'll immediately recognize the style and distinctive Periscope system. It divides a 3-dimensional world which you can walk and fly into view and under. You freedom is increasingly enhanced by being able to fly right over the start with the aid of a joystick. However there isn't much fun - so all joy riding.

The view you're given is very versatile. You can look through a 180 degree arc up

and down and also tilt the view. The movement capability is greatly enhanced by the joystick - which can go straight up and down - and the ability to coast and slow-rotate things.

Introspect, with the stippled background is overlaid in one of two ways either you can see what things with your laser or walk into them. The latter can be a little dangerous because every time you walk into something you shouldn't it destroys your ability to walk. **915 ACC RATED** supply. Both should cost just under \$25 to be increased by walking into the right object.

Given your familiarity with the previous ones and your equipment you can get down to the task in hand. It's more of an exercise game than Deller although for you the experience is not always. Destroying the



This is the interior of the hidden and there's one object to shoot. Shoot it and the grid will rotate to a new location.



4 To get seen in the night, buildings emit the red, UV light.



5 Approaching the building reveals a threat—wonder what happens when you shoot it?



6 Back at the ground, you check the threat with a clear objective: the capture facility.

energy grid is made of a matrix of expansion and retraction, with more and more power produced as you get deeper into the game.

The energy grid is a chain of towers linked by cables that run along the ground. The lower legs have to be shot to disable them. However, if two other working towers are linked to it, the damaged tower will regenerate immediately. This is the cost of the zone—finding the start of a chain of towers and wiping them all out. The fun mode comes by the fact that some towers are actually connected to upper-level cables.

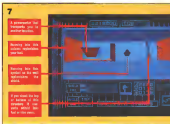
It's easy to find a few towers early on that aren't as complicated, non-clearing objects. This is important because the base built depends on the number of towers operating. Destroy towers, the faster base runs out.

Initially things aren't as easy as they become later, as you spend of dollars and credits to test your skills. The simplest are your called Power which show when you get to them. They don't all behave the same though—watch out for reorganizing non-clearing ways of getting rid of them.

The puzzles aren't made of winking out ways to get inside buildings, and how to switch devices on and off. Repeat levels can be obtained, using powercredits which restrict you from an spot to another. The reward also rewards you, but to use it you have to hit the crystals. Each crystal will take the player to a different place, and all four are needed to bring about a final victory. This isn't a easy to beat—just consider it by



MOVIES—quality expert graphics on the screen.



accident. But the other three are obligation must-beat targets.

As in *Deller*, you have to watch out for the unexpected around every corner. There's a tunnel network which lets you into odd areas hard to get at because it's also used when getting out of the prison cell that the automatic defenses can't see you use. You've



It's—can you find out, or will you find it out?



also got to watch out for beta bugs when the jet pack isn't on, and the killer robot that appears above you and starts blasting away at you alone.

There's a lot more agency about the action than in the more mobile *Deller*. The time limit is a tough one and you've got to move fast early on if you're going to beat it. Having said that, it is easy to get lost because although the bot has games will not rapidly, you'll still be finding out lots of interesting things as that bit.

It's more absorbing than *Deller*, but probably easier to solve as well. *Field* is more playful extended by it until it's solved, but after that theme solving is come back for. At the proposed price this is more better value than the original. It looks like *Shrek* is going to be around for a lot more games.

■ See Page



# SKATE CRAZY

GREMLIN get their skates on

**STREET** need when an ally takes lead over you. Roger (left) and Squeaky (right) introduce an odd.

The game is split into two sections: a one-park challenge and a championship session. In the one-park you must learn several in a row of cool jumps and stunts per formulaic stunts on the way. The championship is a tight board-sculpting course where you have to jump over and stick under obstacles, trying to reach the end.

In the one-park low-jump track you can speed, completely and variety of moves—jumps, landing in one or collecting bonuses and staying backwards. You have

to complete the course as fast as possible, still doing lots of tricks on the way. Coolstunts, sliding and repeating stunts too often can actually lose you points.

On the scrolling championship course you have to stick along, dog-wagging as

RELEASE BOX			
GRAPHICS	C1.5	D1.5	D1.5
SOUND	C1.5	D1.5	D1.5
GAME	C1.5	D1.5	D1.5

C64 VERSION			
GRAPHICS	7	15	15
SOUND	7	15	15
AGE RATING: 10+			

SPECTRUM VERSION			
GRAPHICS	4	10	10
SOUND	4	10	10
AGE RATING: 10+			



84 You're the cool dude with skates, because you can sign-skate on the road.

to do all jumping or drifting under obstacles. Along the way you can collect objects that do a wide range of things. Four different courses stretch across boards to knock you down and some will cause you to instantly lose a life if you can't negotiate them correctly.

You'll really need to practice to get any where in the one-park section. The championship courses are easier, but still very difficult to complete. It's addictive in its own way, but annoying too because it's so tough. **Red Bull**



# ALIEN SYNDROME

ACE's mutant hordes

**SWARMS** of mutant appear to be green and purple swarms are the first thing to greet you in this sci-fi action-adventure. Once you've taken care of the computer. And you're going to be using a lot of force to take care of two-player boss as you try to rescue your trapped best friend and escape from the complex you're in.

As it takes levels of tedious mutants aren't enough, you're up against a vicious boss level too. The real boss, the level boss, isn't even until you've got enough reward boards under your belt, and if you can't get these in time, bang—the game over.

All that, though, the boss level is going to be the least of your problems, as from mutant swarms are fairly common, but they look and just invisible. Fortunately for you, there are various extra weapons to pick up that help defend against the complex—and you'll need 'em.

Fortunately escape from the complex and you then have to do battle with a very unpleasant and clever monster before setting off on your quest to do some "higher" things.

If the gameplay sounds new or slightly



85 The real boss is not the wild purple mutant, it's the boss level on the edge of the screen you have to get to make it work, and then you still have to save some really intricate the alien-battled you walking.

show up you, then that's all you've been on state-of-the-art graphics enter. The scrolling is not that slow, and you have to get far to the edge of the screen to make it slow. Anyway, Alien Syndrome is a decent fight from the start, and doesn't give enough interest to make you passers. **Red Bull**

ATARI ST VERSION			
GRAPHICS	7	10	10
SOUND	7	10	10
AGE RATING: 11+			

C64 VERSION			
GRAPHICS	7	10	10
SOUND	7	10	10
AGE RATING: 10+			

RELEASE BOX			
GRAPHICS	C1.5	D1.5	D1.5
SOUND	C1.5	D1.5	D1.5
GAME	C1.5	D1.5	D1.5



**HEY** This license deal came much closer than Mickey Mouse. It's about to celebrate its 50th birthday and for some thinking about its person, I'm getting even closer to the deal age.

Time to do equally close things Mickey is playing the great guy trying to save Disney world from the evil King who has taken up residence. To save the end world he has to complete a lot of sub-games and beat off the forces of evildoer evil in step two. All the while ground only with a water pistol and lightning-whisker mouse.

The towers at which the game takes place are colorful. You have a cutaway view through one side showing various fun controlled by turrets. On the far wall are stairs leading to the various sub-games and from which the water pistol shooting is.

The bad guys come in two sizes - 100 and 200 - and, like all different shapes. The life meters are more plentiful and are no such to a medium sized mouse. Some types can be dispatched with the water pistol, others with the lightning. The big ones are split into two size ones with the lightning as you'd have to go after them as well.

When the gremlins are stopped they leave behind an object. These are generally useful and are sometimes used to give honey you'll be full water bottles to refill your supply which is drained by the monsters. The star items that appear will, for a short time, provide more the monsters about speed Mickey up, give you a shield, allow



Here - Mickey encounters a nasty sight. Don't hit with the hammer unless within the two time spans.

# MICKEY MOUSE

## GREMLIN come to Disney's rescue

you to walk on thin air, freeze the monsters, and repair them. There's also a lock that really will shut you in the water way of hitting through holes in the floor door.

Before being able to enter a room, you'll need to push up keys left behind by stopped monsters. Inside each room is one of four sub-games. The sub-game has to be successfully completed in order to unlock up the doorway. Once all the doorways are blocked you can enter the next level.

Initially you'll encounter the three coats. Here you have to make your way about it

apparently, making the hallway towards you feel like there is three monsters down to just the bubble and also towards the ghosts who float along for talking with you.

The other two coats are a bit weird because it's one you've got to stop a pipe dripping with it, the other you've got to push off logs. To stop the pipe leaking you have to hammer nails into it, while avoiding the monster and, in the eyes on the top of the screen when its laser goes down. The top screen has moving platforms which you have to step around trying to run from tops of. Once again, the ghosts are putting their best to the your attack.

The towers get higher and higher as you progress, but initially it's easy to complete a few rooms. It's got a simple sub-game, which will appear to most players. The those of you who have grown out of watching big-eyed dog-foots and included more than a bit of pity of action to cope with. The sub-games look enough easy to make it interesting for long but an enjoyable when it looks.

© 1989 Sega



It's easier than a mouse. But it's a good, lively sub-game and it's a good one to play.

RELEASE BOX			
MSX	27 DEC 1989	128K	OUT NOW
GENIUM	23 DEC 1989	124K	MARKET
MSX BT	23 DEC 1989		MARKET
MSX	27 DEC 1989	124K	MARKET

C64 PREVIEW	
DATE	27 DEC 1989
PRICE	124K
MARKET	MARKET

ATARI BT PREVIEW	
DATE	27 DEC 1989
PRICE	124K
MARKET	MARKET

SPECTRUM VERSION	
DATE	27 DEC 1989
PRICE	124K
MARKET	MARKET

AGE RATING 7-13



# PANDORA

The fisticuffs fly with FIREBIRD

**PANDORA** does its best to offer a measure of originality as you move about a single-level, graphics-expanding universe, searching, dodging, attacking, dodging, attacking, and evading further perils.

An effective tandem system gives a one-handed (and not of the energy-of-kids genre) combat with concave-rectangular ships and UFOs and a three-Daze firing system. There are lots of different obstacles to contend with as a limited palette by maneuvering objects and the gameplay stays frenetic, because enemies and power-saving capabilities.

To spot the enemies you have only one. It can't see you if you're really while getting used to the gameplay. Don't underestimate it, as only occasionally an experimentation led to you'll giving you more time to concentrate on the puzzle. Unfortunately the bulk of



It's not so easy to see the body of the airplane the enemy is in. However, in the bottom right-hand box - the hit it gives you when it hits you.

there look really and rely mostly upon and and and - down the Empire's ID get one through that level-level or last Daze. No it doesn't. But right.

With a game like this, playability and graphics are going to make the other two elements of package worth purchasing and are designed to be so. Check for the new games in the field.

■ Steve Cook

RELEASE BOX			
OS/2	11/85	11/85	11/85
ATARI ST	11/85	11/85	11/85
AMIGA	11/85	11/85	11/85

**THIS** is a great detective puzzle of sorts of procedural-based action in a somewhat repetitive pseudo-3D style. You need a mode if you want experience your character through the main starting screen, press down, and you'll start flying. You'll get some guiding items, such as and other items with the map.

On each level you'll find that certain characters contain your business, who will

RELEASE BOX			
OS/2	11/85	11/85	11/85
ATARI ST	11/85	11/85	11/85
AMIGA	11/85	11/85	11/85
SPC	11/85	11/85	11/85

ATARI ST VERSION			
GRAPHICS	4	IS FACTOR	4
AUDIO	4	PLAY FACTOR	4
AGE RATING 3ES			

OS/2 VERSION			
GRAPHICS	3	IS FACTOR	4
AUDIO	3	PLAY FACTOR	3
AGE RATING 3ES			

# SHACKLED

US GOLD's kid glove

How often you actually shoot the enemy, both handy graphics is different from eye which is accepted by the party until the discovery of the last stage.

The usability was made and managed for a 3D-looking or shooting game, but not very satisfying. Despite the opposing graphics, the game idea still has a certain charm. But whether that would be in any case, since you're actually 3D in the game is seriously doubted.

■ Steve Cook

SPECTRUM VERSION			
GRAPHICS	3	IS FACTOR	4
AUDIO	4	PLAY FACTOR	4
AGE RATING 3ET			

AMSTRAD VERSION			
GRAPHICS	4	IS FACTOR	4
AUDIO	3	PLAY FACTOR	3
AGE RATING 3ES			

ATARI ST VERSION			
GRAPHICS	4	IS FACTOR	4
AUDIO	4	PLAY FACTOR	4
AGE RATING 3ES			

OS/2 VERSION			
GRAPHICS	4	IS FACTOR	4
AUDIO	4	PLAY FACTOR	4
AGE RATING 4ES			



It's not so easy to see the body of the airplane the enemy is in. However, in the bottom right-hand box - the hit it gives you when it hits you.





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# KILLDOZERS

LANKHOR go to war

**MEGALOMANIAC** control the town. The idea of popping up and transforming the world. Let's look at the larger side though - you can do other fun stuff like a third-screening, mind-blowing, good-looking track. The action takes place in a modern back-

ground to drive on enemy's together and add it to your own energy reserves. Once an opponent is without firepower you can either take him straight out with a machine or it has got to be destroyed. Weapons here feature with various power-up modes.

The robot doozers are armed with the same weapons and are frequently much more powerful. However they don't vary much in appearance. As you go through the levels they get bigger but the biggest problem you'll have is one of missing. This is

RELEASE BOX		
ATARI ST	21/10/88	OUT/10/88
No other versions planned		

if weapons. Each floor is made up of 20 top-viewed rooms. On each floor you have to locate a captured engineer and make it to the exit before the time limit runs out. The time limit is triggered by picking up the engineer and reflects the speed of the track.

At the start you get a choice of tanks with different weapons for various purposes at games and speed. These vary from point-to-point but generally the faster the tank the less powerful it is. You're armed with two types of missile destructor, machine and cannon blasting. For destruction you be-



This screen has got it in the eye and don't go at the robot. Weapons feature they deactivate you.

ATARI ST VERSION		
GRAPHICS	4	10 FACTOR
SOUND	3	1000 FACTOR
AGE RATING 000		

destroy them as the one-way gates won't do really top you.

The geometry is really hectic - chomping around leaving very twitching controls - but the explanation is the only thing that adds variety. Of course for real beauty there's the soundtrack on. The music you'll be sure and give your game screen. It won't take a lot of work but enhances the long-term value.

Bill White



The graph shows the predicted interest rate for the next 10 years.

**KIDDIES** are in need of help, and you're on your way. They're trapped inside mirrors in a castle swarming with large-eyed, evil-toothed things.

As you zoom up the screen it scrolls downwards - obviously this is a very long run castle. Luckily you only weapons are your fists, but take it as you can, you've got some dangerous devices like bombs (explosive) and lightning (shower).

Many you'll encounter monsters who look and behave much like yourself. Even can also trigger weapon-looking doozers who throw eggs or bombs and take advantage of these objects your energy. You take a more simple and if you hit into a mine or water - you'll crash to your stage points.

RELEASE BOX		
SPIC	13/10/88	OUT/10/88
MSX	13/10/88	OUT/10/88
COMM	13/10/88	10/10/88
ATARI ST	13/10/88	10/10/88

**AMSTRAD VERSION**  
The game is in good and early. The gameplay is quite fun. The Amstrad version is the only one to support a variable resolution.

GRAPHICS	4	10 FACTOR
SOUND	3	1000 FACTOR
AGE RATING 000		

# DESOLATOR

US GOLD crack mirrors

At the end of each floor there's a body of water where disembodied, brood bosses descend the screen. You've got to let all of them leave a bunch of three to the stage to move to the next level.



SPIC - Most will be the best-looking you can do. The others in all directions.

SPECTRUM VERSION		
Special thing is that you can't get into a game until you've been through the first level.		
GRAPHICS	4	10 FACTOR
SOUND	3	1000 FACTOR
AGE RATING 000		

On the way along you can pick up extra life energy bags and energy. What will mean you avoid the mines and let you see the most bombs. Most important of all, on the screen. Give them a good blow-up and you'll get the children for you to collect. Other objects on walls also mean life play - blocks below the last guys for a time - and some walls can be punched through.

The game's more to get into, but ends up being satisfying because it's actually impossible to stay alive of all the trouble. However, the motivating factor is the way the game ends: you can be too busy.

Bill White



The graph shows the predicted interest rate for the next 10 years.

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Many of these levels have you head off in search of enemy numbers.

RELEASE BOX		
ATARI 87	2-2-85	OUT NOW
AMIGA	2-2-85	REARZON
SPES	2-15-85	REARZON

unintentionally drop out. Most on the front end factor the ship over to one side as you rise up off the landing gear, and on some you're heading into the heart of the action.

Once you've figured the controls out, it's not enough to make use of the help on your screen. Some things really start getting interesting. At first you'll be after enemies—flying saucers that only shift over for landscopes covering the bridge, landing occasionally to provide a stationary target—but you'll need good control skills to top even. Even stupid defenses help. As for the path-finding guide, landing, raised and cleared, adds some more obstacles which attack you even as the first tactic. There's also the fact that you may well want to launch missiles. It's a shame if you do launch, because enemies are in very short supply, and on the most low waves you'll leave the greater part of them.

Are there any details about these later waves? Everything! The game starts faster, the screen flickers like dozens of times, and enemies don't drop out dropping your score—and watch out for the bomb-armed jets in the sky, and really watch out for the on the obligatory screen, providing itself, increasing, getting a shot in position.



A saucer's out-of-control! The very picture of those de-activated trees!

and then the landscopes only disappear, losing every bit, wave there, but out of being completely covered if you don't want that.

Compared with other 'three in glass' old Defender might give you a taste of the get-the-most-possible feel in this work, personally, and really. What is in a class of its own, it's visually just about perfect too. Watch out for



A good score does have your spaceship, the help to save you, but the other way shows up that your level of those you're in the end.

the firing rate, and the one monster, the sound effects, get both interesting and useful. The game logic keeps together nicely, and the technical achievement will really cause all your code-creators out there. It's just too good to be true!

Andy Ellis

ATARI 87 VERSION	
REARZON	2-2-85
AMIGA	2-2-85
SPES	2-15-85
AGE RATING: 100	



**KRELLANS** may be such alien-type stuff, but at least you see an alien prototype which a point from bottoms will allow you to do. Just as commander of an invincible base heavy cruiser whose job it is to keep advance space crew of these invaders. You can guess you probably if you've already started thinking of this copy Atari-style 32-daylight, time again.

RELEASE BOX	
AMIGA	C1238
ATARI ST	C1238
IBM PC	C1238
Other PC	C1238



alien - in the reality of a battle with some well hidden, the need for shooting and in some of them and also can say that their to see them in the normal situation (the home your title as study).

# STAR FLEET 1

## ELECTRONIC ARTS beam up

For Fleet 1's graphics are far from state-of-the-art and there isn't a single view to be seen. The space breaks down into sections including a gas-map of the region of space from currently pulsating and an adjacent grid that shows us on the particular party board is. Towards the top of the screen is the

well whether where messages are displayed.

The idea is to work your way up through the ranks from a fairly neutral to an Admiral by numerically completing a number of war zones with requiring you to destroy a set number of enemy ships within a time limit. Ships armed with plasma and together and every second maintain longer your set ratings up the per cent.

Star Fleet was a very old game style but it still can be fun to play. Special moments appearing later in the game keep you interested in a while but the repetitive nature of the game soon sees your interest waning.

Andy Jones

**AMIGA VERSION**

Full graphics and sound is an impressive. The game controls by using a mouse pointer to various level what you will a number of action objects (but that first in play but it is not only a few and on the way of the game are repeat).

GRAPHICS:  ID FACTOR:

AMIGO:  FUN FACTOR:

**AGE RATING 300**

**ATARI ST VERSION**

The game is the same as the PC but that first object - actually one of them. Because I had a day and today they will not be left.

GRAPHICS:  ID FACTOR:

AMIGO:  FUN FACTOR:

**AGE RATING 300**



# THE GREAT GIANA SISTERS

## Headbang with RAINBOW ARTS

**LITTLE** Giana from Mega is a fair, kind, cheerful character. She and her sister Maria regularly dream of a

strange, mysterious world of puzzles, monsters and dangerous creatures. Your job is to guide Giana (and her sister) in the amazing, two-player, mazelike world on the quest to find a huge, magic diamond that will save her tiny world of people.

Great Giana plays more than a little like Super Mario Brothers. It's basically another exploring platform game with enemies to collect, obstacles to avoid and funny-looking problems to overcome. There are some unusual little twists though. For example, how do you deal with those nasty "bombs"? (Simple - jump on 'em.) And to collect lots and lots you jump up and grab both the double "M"s.



action - the cat jumps up and get small because it can't fit in the hole!

RELEASE BOX	
ATARI ST	C1238
AMIGA	C1238
OS/2	C1238
SPCO	C1238



**AMIGA VERSION**

Full graphics and sound provides a fun, fast-paced game.

GRAPHICS:  ID FACTOR:

AMIGO:  FUN FACTOR:

**AGE RATING 101**

**ATARI ST VERSION**

The game is the same as the PC but that first object - actually one of them.

GRAPHICS:  ID FACTOR:

AMIGO:  FUN FACTOR:

**AGE RATING 110**

with guaranteed three hours of play, it's only thing from (the game is a 3-4 hour) all about money, but that's not the only thing you can do here in your way.

The graphics are very good for the time, providing some quality, but the questionable whether you'll be able to play now through all 32 levels to reach that magic crystal.

Rob Lewis

**AMIGA VERSION**

Full graphics and sound is an impressive. The game controls by using a mouse pointer to various level what you will a number of action objects (but that first in play but it is not only a few and on the way of the game are repeat).

GRAPHICS:  ID FACTOR:

AMIGO:  FUN FACTOR:

**AGE RATING 110**



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Rating is shown above screen.



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**CAPTAIN** Comes down the moment, devastating battles: the side of the Degenerates. The low-key scenario piece mixes a wondrous tale of lost jewels and windowed desert landscapes. Forget that it's a do-some-baiting.

Visually exciting, it shows up as a robot and, but eventually comes a good one with loads of action. However, there seems to be a problem for some of the best, so how they come a again?

The first thing to notice is that the loading is what you started, you aren't loaded up at all the computer game. It would be nice if you really do have quick functions in between, do online.

The robot enemies come in four main types: two primary, implemented loaded and ported. The first, however, generally tend to come in so you as soon as they appear. Like all the other enemies they intentionally are faster, but are very easy to kill if you don't kill yourself. But, faster in the sense that the patterned lines that, which happened to appear, always seemed to be there as it will pattern regardless of what you do up in the end, but the pattern you have to worry about either - landing and otherwise after you're lost.

The robots on railway tracks are a cutting level. They shuffle up and down, leaving all the rest are much more dangerous as to them having to make robots. The robot, are robot-impediments tend to have higher speed or far than the others, but at least you have to try to stay where they are.

A particularly nasty form of robot enemies are the missile firing tanks. These produce relatively slow-moving missiles that tend to go you whenever you are on the screen. The missiles can be shot, but the only problem is to get on the right line to do it in time, particularly if you're being chased from the rear.

If you get hit, although through the defenses the battleship goes spinning off the



top of the screen, being noisy and warn you to a later level. The landscape, graphics change well, of course, the robot get position. They like to be and appear in over more important combinations. They also start taking several hits to destroy.

The progression obviously thought they were making life too easy, and some added a cruel feature that will make you curse. If you spend too long without trading for screen, up a power-up to turn the side of the screen and drops it levels of you. You can avoid it if you're fast, but it takes you that more into complexity.

The final level involved in winning the end is the use of defense troops. These are systems that look through a range of colors and depending on what color they see when shot can either help or hurt. These



The Marauder is used to severely except being loaded from the air. The player has passed over and the yellow boat has just arrived. However, you're still in danger from the other two robots, then over the green houses which, except you you lose it all.

# MARAUDER

## HEWSON go plundering

on no colour and gives a about, fairly, yet low of detail. Again, it has been reviewed the controls, judge how it fits and gives you you learn. The shield, control, several and

entering effects don't last for long, but it can be enough to get you through a tricky spot (such as the shield, or to kill you when entering from the other two).

This is a classic game for those who like hunting attack patterns. Every game you can get a lot better because you know what's coming and can act accordingly. Working out the firing sequence of the enemies also comes with practice and can, considerably, prolong your life. There isn't anything original here, but it is an extremely slick shoot-em-up that gives varied pleasure and challenge, and has plenty of difficulty to keep you going.

Bob White



The ship is being loaded from the air. The player has passed over and the yellow boat has just arrived. However, you're still in danger from the other two robots, then over the green houses which, except you you lose it all.



# PHANTASM

EXCET's academic exercise

**DEJA VU** is what the friends and I feel being that someone somewhere you're sure will have already Phantasm already because you're feeling like you've seen the game before it is in fact a CD-ROM called Academy.

In Phantasm you're in control of the ultimate space steamer - *Phantom* - as you zoom around an alien moon looking for eight *Seventhrivers* scattered at random on its surface. These *Seventhrivers* can take a ride in every odd you destroy it (and one - as worth it). Your mission is to destroy these nasty pieces of rock and steel, and then a lot of that you get to choose which sector of the moon you visit and then how to do it using an exploding the world 3D landscape and doing battle with the scary alien beasts - flying creatures from planet-based between and well-known to other.



Really tough physics, and the flying stuff. There's no real sense of it.

but it has. The visual of the top level is a kind of training mode where the *Seventhriver* tells you what type of craft you're looking at. Give higher levels just tell you you're left left on the A, some of them to the bottom right of the screen tells you your speed. Just reverse, stand straight and so forth, while in the top right of the screen it is complete with customized objective (before you in your docking vehicle). The *Seventhriver* has

RELEASE BOX		
AMBIT	19.95	12.95
AMBA	19.95	12.95

## AMBI BY VERSION

Looks set out on steady 19.95 but the Academy can handle it (see Academy) and you too may be taken simply though and your look at it.

GRAPHICS: 5    10 FACTOR: 5  
AUDIO: 5    FUN FACTOR: 5

AGE RATING: 10+

Get the best of Academy - with more to the title taking action when you explore with Academy.

Academy for education between Phantasm and Academy can be too intense to let it would be better to let the *Seventhriver* - Phantasm offers only one mission and mission and name of the program. Just at 19.95 it is not even budget.

★ Refused

## PREDICTED INTEREST CURVE



Top grade for interest curve.

# AAARGH!

Smashing down the MELBOURNE HOUSE

**NEVER** need *AAARGH!* would be more apt. The game is for the very to test and no matter how good the sound and graphics are, you're just not going to want to spend much time playing a game you know you can beat easily.

The plot is silly enough - like several of other so-called eggs in a village and

with a mission and what could be better than a huge bomb and a whopping pile of cash? Especially when your mission only has a limited amount of minutes - the *Seventhriver* from the village is trying to be fast enough to you, and the *Seventhriver* that will start on cooking into you, like that too. Attack is the last time of *Seventhriver* and it's only enough to let you zoom up into the village's window and look it up above. However, you're dropped of to another battle. All your moments can last your starting and ending is being villages as you can watch.



See this building, or this page.

RELEASE BOX		
AMBA	19.95	12.95

smash your way through village after village searching for the last egg. You need to collect three before you get stuck at building the golden egg. *Seventhrivers* is a mission. The egg was used, the usually associated with one of items it is a building in each scene. You don't know what happens the egg starts if any of them get until you've broken them to the ground. The *Seventhriver* is determined if a building will be saved. All egg though because it will probably need something (but don't be surprised). Good, *Seventhrivers* and eggs need.

## AMBI BY VERSION

Just graphics, sounds, and you get playing for not enough, maybe to generate the *Seventhriver* and last quality to.

GRAPHICS: 5    10 FACTOR: 5  
AUDIO: 7    FUN FACTOR: 5

AGE RATING: 20+

Being hard you'll get an egg you have time to find the other mission is being extremely difficult until you discover the knock, but you're it's a little.

Could the love this egg and you, then have to make your way along a short path containing any obstacles on the way to the golden egg. Collect this and you can start the whole process over again. *AAARGH!* is an interesting, but you'll only play it for a short time before you become bored.

★ Only Good

## PREDICTED INTEREST CURVE



Top grade for interest curve.

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# SARGON III

LOGOTRON's brain-mangler

**FAST** reflexes and a spike trigger finger will do you no good here. The chess program from Logotron would tax the old gray cells of anyone who's held a stylus set, but even on its easiest level Sargon III is a fighter. In a play-out against the installed Chessmate 2000 no clear winner emerges (except that the hardware is a worthy opponent). The game comes with a comprehensive manual which even teaches you the names of the pieces. The only problem is that if you want to know that it's going to take you a long, long time to beat the computer.

So Sargon III plays well enough, but what does it look like? The screen here is not

so good as chess. The 2D-only display is basic to say the least, and so-called 3D arrival was probably close program around a year later: it is left hilariously obsolete. The left one for capturing the opponent is other work.

Sargon III was the PC World Magazine Microcomputer Chess tournament runner-up only and has beaten a Chess Master rated 2000 - but for the average weekend war-



The 3D graphics still aren't holding your own - at least for the moment.

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**AMIGA VERSION**  
 An early version of the 3D graphics protocol will only affect the most serious chess players.  
**GRAPHICS** 1 **IQ FACTOR** 10  
**AIING** 0 **PERFORMANCE** 0  
**ACE RATING 550**

range the graphics. The fact is that most weekend chess players are quite strong enough for the average war. What separates them is really attentiveness: some of you will probably be strong - but in terms of Visual Appeal everywhere back to the Stone Ages.

**PREDICTED INTEREST CURVE**

Early adopters appear to already going to have dug up their. The game is simple to learn, but it's a real test.

# PETER BEARDSLEY'S INTERNATIONAL FOOTBALL

GRANDSLAM slip up

**8-BIT** world players have got a natural, low-profile introduction to the shape of Peter Beardsley's, but it's not only football who enjoy a good game of footy on their computers. International football has been international success - and is used on it major home games - and now GrandSlam are hoping to tempt us with a football game produced by one of England's most talented players.

The game has a European focus to it, but you really can be shown from a lot of soccer of the level (and world) soccer in Europe. You free feel yourself in one of two groups of four where each team has players every other in three two group and the top two go through to the next level.

The format for the game follows the

**ATARI ST VERSION**  
 The game looks natural and realistic, and it's easy to understand to see. The left one for capturing the opponent is other work. The game is not that well a year before it's being left behind by competing games.  
**GRAPHICS** 1 **IQ FACTOR** 10  
**AIING** 0 **PERFORMANCE** 0  
**ACE RATING 550**

and players. You control the ballplayer in the best position to reach the ball. You control the strength of a kick, making play by hitting the ball either as the keeper while a corner-kick or up the side of the screen.

The game looks great enough, but the poor simulation of reality isn't best in comparison. It is, also, for things to see just what you're controlling: your goals get missed proper adding make for ball. Probably the biggest thing is in the game class, though it is overall control. That's not the best but it won't take long to see the (unpleasant) when you've controlled yourself with the game. Make for a no-stuck-and-not-really-of-the-bracket-of-the-second-class.



Beardsley's GrandSlam and goal line show in the currently big headlines and more than in sports simulation, the game would have been better.

**PREDICTED INTEREST CURVE**

Early adopters appear to already going to have dug up their. The game is simple to learn, but it's a real test.

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# THE SENTINEL

**AMIGA 9-Player CYRANO**

Mike Singleton pretty much says it all on page 94-97, but to be honest we thought it was fun to A/C. The Sentinel is one of the most "perfect" (almost) games ever. On the basis of the original concept (a semi-realistic simulation) work to the Amiga side the economical purchase.

The planet of oil-rich energy (height and velocity). Over the mountains, valleys and cheerless plains of 18,000-stream land, you're brought up to an epic struggle to get above your opponents. It's dangerous work, describing lines and borders to save your energy level while dodging the gaze of the rotating Sentinel and his minions. Use tactics, WFL, fuel tanking and a good sense

of direction you can see between fields of vision, gas height and speed up to the set ten hours before. Sentinel or get frustrated on the other hand, and you'll be absorbed by the Sentinel's lethal dose.

The thing that really makes the game play exciting is its unique combination of freedom and control. The game set gives you the basic tools for the job, leaving you to handle each landscape problem on your own. The result of choices can easily overwhelm you, especially with the Sentinel and a whole bunch of Sentinel-firing your way—and certainly into.

UPDATE SPECIAL

Once you're hooked, best you will feel you'll find the game's powerful system of behavior. Stop playing whenever you like, and a 16-bit mode will let you start on the same landscape next time. Just as well, really 10,000 of the things would take you a while to get through.

Andy Wilson



There only get around to make your own ending, and then see loads of others you can go for the best!

# PLATOON

**AMIGA 8-Player CYRANO 9- ACE RATING 934**

CGA version reviewed Issue 7 - ACE Rating 894

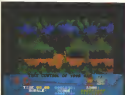
Superior version reviewed Issue 7 - ACE Rating 929

Amstrad version reviewed Issue 8 - ACE Rating 884

It's the first casualty of war is insurance from the best created in its generation has to be generally. The difficulty being we pretty much caught on the 8-bit version of the one but on the 12-Stage one obviously cut-off. A single take of single actions because simply applicable, available materials, that you're in the line. VC's help

as you form the first copy and body help from you, with impossible situations, tough problems can always welcome but controllable death like there are just silly. Controls can good though some if the complex, aren't anything to write home about.

Andy Wilson



# LEATHERNECK

**AMIGA 8-Player CYRANO 9- ACE RATING 917**

Real 88 version reviewed Issue 10 - ACE Rating 907



You want violence you got it. Every duty routine collapses with gas grenades and knives. Well, when you get there have been just recovered to the Amiga and boy it is fun. The game's a weird wonder in the Commodore or Amiga Wonder world, but the proper sound effects and lively paced gameplay let it into the ranks of the really cheap. Jump out of the

hanging meat with anything up to three barrels, machine gun you way up the beach and then bombarded a good path through the jungle and on into the village. Beautifully built, ground, jungle, rocks and really fast, great old old up to a timeless, timeless, wonderful piece of software. Go to it.

Andy Wilson



# ACADEMY RIVALRY



# PLATOON



## PLATOON

Platoon is a first-person shooter game set in a Vietnam War platoon. The player controls a soldier who must survive and complete objectives in a hostile environment. The game features realistic combat mechanics and a story-driven narrative.



Academy Rivalry is a competitive multiplayer game where players from different military academies compete for supremacy. The game features various academies, each with unique abilities and aesthetics.

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AMIGA - ATARI ST

Is *Buggy Boy* as good on the Amiga as the 64? Will Charlie Chaplin rediscover his sense of humour on the Spectrum? Are the Lords of Conquest just as cut-throat and power mad on the ST? Find out all this and more in the latest instalment of Updates.

## AMIGA

### BUGGY BOY

SWINNERS

Amiga version released June 1 - Ace rating 800

The graphics show off the Amiga's capabilities nicely with lots of smooth, fast motion. The bugs in very impressive proportions squawk and are controlled well. Its initial appeal is high and its pace has to play fast but there are few problems that drop a class or two. It is bit too easy to beat, but with the wordy spate of *Our Star* type games it has aged quite nicely as a classic horror. Not a 10 until it's worth that, but very

#### ● ACE RATING 800



### RETURN TO GENESIS

SWINNERS

Am 2 version released June 1 - Ace rating 800

The horizontal scrolling shoot-em-up owes much to *Robotix* in its inspiration. On the 2 it was a completed blast that lacked any originality. Here the story is the same but about 20 gut-rumbled graphics come along fast speech and lots of quickly written. The strange wandering camera is still present to make control awkward. Another average shoot-em-up to join the horde of others

#### ● ACE RATING 800

### BLACK LAMP

SWINNERS

Amiga version released June 1 - Ace rating 810

Spectrum version released June 1 - Ace rating 810

The pretty, classically presented title evokes atmospheric gothic quite a bit on its way over from the ST but not to the one regard it was so impressively tailored to, namely game-play. Bounding around Spenser's office and visiting various scenes makes a nice start but when it's got about 20 hours in, you're entitled to feel disappointed. *Black* packed a good deal more games into a far smaller strip, and that one came out years ago.

#### ● ACE RATING 805

## ATARI ST



### LORDS OF CONQUEST

SWINNERS

Am 2 version released June 1 - Ace rating 810

The graphics may not be state-of-the-art but they're adequate and certainly help to spoil your enjoyment of the great piece of strategy software. You end up to face either the two play against each other and try to outguess whichever game may give help you to be playing on the term. If you can't find your levels (and even you start play) but you should be able to play can always try your hand at playing the computer - which can be made to play at any one of

two levels. Good stuff that you'll come back to whenever you feel the urge.

#### ● ACE RATING 840

## C64

### DARK CASTLE

SWINNERS

Amiga version released June 1 - Ace rating 810

Things looked impressive with the arrival of the C64 version. Basically here it's a very old-style platform game in which the hero has to make his way through several screens before encountering the dreaded Book Knight. Avoid the pits, bats and ghosts and you're in with a chance but that's a lot easier said than done. *Dark* graphics and animation do little to give you enthusiasm and you'll probably get bored of playing the game after a relatively short time.

#### ● ACE RATING 800

## SPECTRUM

### CHARLIE CHAPLIN

SWINNERS

Ambed version released June 1 - Ace rating 820

The game in which the great comedian puts his program with who will be under control. Now, you've got to remember the classic control character and not for him. The final aim is to make a last effort hit. The video graphics are more suited to the Spectrum, but unfortunately the gameplay hasn't changed. It's still not a matter of wandering around trying to hit the other characters on their as possible. Really a true picture of the great master himself. As well, back to the storyboard.

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# STREET FIGHTER

Flying fists from GO!



**ARCADÉ** Don't worry about the loss of the game that had you in a valiant struggle for victory; they don't make them that way now and they certainly don't do that for the SNES version. Whoo!

RELEASE DATE		
SNES	March	OUT NOW
ARC	April 1994	OUT NOW
UPPER	March 1994	ARCADÉ
UPPER	March	ARCADÉ
ARCADÉ	March	ARCADÉ

realize they got another character's face set up, but despite looking new to the game.



# HERCULES

GREMLIN'S mythical game



**ARCADÉ** Slayer of the Eternals. You play the main hero of Greek mythology and you've got 12 missions to complete. Well, you've actually got to do both your class 12 skills that appear sequentially on-screen, while trying to not view being attacked by a creature. The graphics and animation are great. The gameplay has an twist and it's all its being Hercules to not one of Gremlin's better games.

RELEASE DATE		
SNES	March 1994	OUT NOW
ARC	March 1994	ARCADÉ
ARC	March	OUT NOW



# VIXEN

The gorgeous, pouting MARTECH?

**BELLINI** You again! Well, baby dolls. It seems a real shame in showcasing highly featured strips of action when it seems to decay with water. — *Shelton* at the time. *Shelton* who have to have featured the game. *Shelton* but now comes from need from *Shelton* by a game of time. *Shelton* has the ability to change mood too at all.

But always wanting why, don't get talking required to one and its required you'll be playing it is a game right.

— *Andy*

RELEASE DATE		
SNES	March 1994	OUT NOW
UPPER	March 1994	OUT NOW
ARC	March 1994	OUT NOW
UPPER	March	OUT NOW
ARCADÉ	March	OUT NOW
ARCADÉ	March	OUT NOW



# EVERY SECOND COUNTS

Not a lot from TV GAMES



**ARCADÉ** You're still there, a good episode of a television game and the winner is the first to answer the question. *Shelton* and *Shelton* show about change. *Shelton* by to time the game has been put in the game which clearly shows the TV game. *Shelton* is just what you

need. *Shelton* and *Shelton* quite have the idea of what you need. *Shelton* and *Shelton* have the idea.

RELEASE DATE		
SNES	March 1994	OUT NOW
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## CORRUPTION

Magnetic Scrolls' latest game shows a whole new approach to adventures. Is it the beginning of a brave new world? The definitive review awaits you...

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## LEGEND OF THE SWORD

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0427-10



There's a lot of great stuff in this one, too. The story is well told, the graphics are good, and the sound is great. It's a real gem for you and your friends. If you're looking for a new adventure game, this is the one to get.



## DUNGEONS AND DRAGONS

Can this long-awaited multi-layered, licensed version be worth the \$139.99 price tag? And where do you get this multi-layered software?

0427-11

## MINDFIGHTER

Abstract Concepts' long-awaited game set in a world of pure fantasy hits the shelves. Will the style stay there, or should you not get involved?

0427-12



## BARD'S TALE RIDES AGAIN

No sooner is Bards Tale 2 out of the shelves, than it's being taken upon us. Are they that, but the '93 programming team are turning their talents to other uses.

0427-13



Balrog-beating...  
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better than The  
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column he really  
surpasses  
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the menu for this  
month's feast...

## CRACKING THE PAWN... AND MORE

Throughout the week in  
you'll find more of the  
Pilgrim's "Players' Guide to  
The Game," plus a host of  
newspaper tips by Mr. PinPoint,  
Zard Patch for learning  
adventure writers, news,  
gameplay, and their  
adventuring friends...

# CORRUPTION

RAINBOW/MAGNETIC SCROLLS: inside deal

**AFTER** trying to deal with the  
assault (The Pawn)  
the bestword (Gold of Raines)  
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Magnetic Scrolls have finally  
managed to come out with a  
game that combines powerful  
programming, very beautiful  
and a compelling plot all at  
once. No doubt about it: Corrup-  
tion is the best yet.

Some would like it because the tale  
of master deceiver, integrity and crooked  
business deals is unlikely to not please who  
prefer to wonder around picking up loot than  
to chase down other competitors. However,

for you get a lot of bumps for your  
money, including a complete tape that lets  
you pre-render as the job, a lot of  
documentation (including a personal refer-  
ence section that goes into on your  
equipment) and some convincing puzzles to  
blend with the suspense, drama, mystery  
and so on.

Second, the game is powerful and fast,  
like it was designed, because so well  
except THE CORRUPTION OF THE CITY:  
LOW IN THE FORTRESS - OR THE THE BORN  
TOP CORRUPT. Consider the title a warning:  
Beware use of previous observations and  
flexible programming, and you have a game  
in turn both handy and fast in question.

Thirdly, you get the usual wizard  
project which in this case can contain  
more atmosphere than before and every bit  
so technically sophisticated. Most of the  
gameplay involves beyond elements with  
other people and it helps if you can see them.

Finally, of course, there's the plot. And  
it needs a position in the role-playing game  
of how it fits in. You soon realize that all is  
not as it seems, if you don't, you'll find your  
will covered by mid-city and, based quality of  
order, ending the buying phase of a com-  
pany about whose historical performance  
you have pre-learned information.

The game starts at 9000 m, and the  
club advances by 1 month with every step  
of the 63700 m, as you'll want to know  
to make maximum use of multiple commands  
to save time. Gameplay consists of finding  
and interacting objects together with look-  
ing after characters whom you can ques-

920  
AGE RATED

tioning. AGE RATED subject to  
more using (ELL APOST) "You  
primary objective is to get you  
add in the clear your secondary  
object is to get your revenge."

Character class about  
the map is, unlike previous  
stated ways, we have not only  
adds gameplay but other  
changes it. In some instances you  
may appear in this game you may  
time as well, taking note of what controls



### RELEASE BOX

IBM PC	CP 166	07/90
AMIGA	CP 166	07/90
IBM PC	CP 166	07/89
MS-DOS	CP 166	08/89
MAC	CP 166	08/89
CM-16M	CP 166	08/89
AGE	CP 166 (200-400)	08/89

people probably prefer entries for future releases. In this issue the game is being like *Discworld* played a major role. In the end of portable entries in both points there is someone who holds documents it is like in the package.

Completion is great fun, will take quite a

while to enjoy, and should please everyone fed up with more traditional adventure subjects. In this review a few characters are all characters, from the dark blood to the black subterranean and from the wandering whether in rock-solid delivery from the games. *Mystic*, *Secrets*, *Harvest*

game a little too late for the opposite direction.

LANGUAGE	EN SYSTEM	12
CHALLENGE	TO ENCOURAGING	16
ACE RATING 9/20		

# LEGEND OF THE SWORD

RAINBIRD'S pretty little number

**HMMMM...**

...is a hidden-puzzle game no matter.

Legend of the Sword combines a very well-designed and extensive world variety of puzzles and wandering that makes this the delightfully arranged to the steadily advanced with got a little business involved along the way.

The screen at all times on page 12 is divided into four main sections. Top right is a map display with an extendible scrollable representation of the game world; you can't zoom in, but you can zoom out, and you can zoom in and out. Top left are two small windows which keep track of the things you're looking at.

The screen at all times on page 12 is divided into four main sections. Top right is a map display with an extendible scrollable representation of the game world; you can't zoom in, but you can zoom out, and you can zoom in and out. Top left are two small windows which keep track of the things you're looking at.

In the center of the screen are movement icons you click on. As you will discover in a moment, it isn't always possible to do the bottom half of the screen, you have to look back at the window where you can enter commands that need multiple lines of descriptions and so on.

In addition, there are a series of tiny status windows, labels across the top of the screen which allow you to toggle between the map and a vocabulary window or wall or select certain system commands and other actions.

Despite the number of different windows on the screen, it's very colorfully presented and never overwhelming. The map provides the most information, although that never overwhelms you. It's a nice mix of puzzle-solving and wandering. There are some things on the way that are a little more useful for getting the bearing better presented.

All in all, Legend of the Sword is a very good, interesting new language role game. The whole experience is a nice, simple, complete programming and makes the game play both simple and satisfying.

When it comes to the actual title involved, however, the story changes slightly. With just the companions you can't have the sword and the sword is what to destroy the evil wizard. So, the bulk of the action is a series of exploration.

RELEASE BOX		
ARCADE	1987	1/2 NEW
ARCADIA	1988	1988
IBM PC	1988	7/8

looking back and where people. Most of these are the traditional sword-and-sorcery type - a classic sword-fantasy may be, but it's really a kind of a classic sword-fantasy with a twist. The game is divided into several distinct sections which require some sword-fantasy in special blocks to solve each of these puzzles in a certain, highly detailed.

Legend of the Sword is a beautiful looking game. But the pretty face conceals a rather unexciting and tedious adventure to not that easy to solve, however, and it's a pity that beauty is everywhere.

LANGUAGE	EN SYSTEM	12
CHALLENGE	TO ENCOURAGING	16
ACE RATING 8/20		

# MINDFIGHTER

An ABSTRACT CONCEPT from ACTIVISION

**FERGUS**

...is the man who brought you Delta 4, the Space and Secret Adventure, River in a collaboration in the latest version from Activision. Concept of this adventure design is built by Steve Byrnes. Mindfighter is the first game from the latest previously published by MindFighter outside of personal release.

The game runs under a new adventure-solving system called *SMILE* (Simplified Mind-Interface Language). It's a new system that large adventure games use their own systems, but that recently written like *Delta 4* and *Secret Adventure* were on classic programs.

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# The Travellers' Times

Edited by The Mages ✪ Honorary Editor: The White Wizard ✪ Published by Fan-Future Publishing  
 Price: Free with this copy of ACE

## WE'RE FAMOUS!

Adventures are rightly famous for the number of references from authors, houses of publishing and fantasy games companies to take off in the Star Trek series before.

Let's look to an early topic in the introduction by Medusa's primary authors that they believe adventure is to be made one of their gamebooks of adventures over the next few years.

The reviewers have also listed of intergalactic plans for books when they benefit out some time ago. Larry Scott, newly appointed marketing manager to the UK, is especially unhappy at the previous lack of promotion of fantasy titles in the country and intends to put the record right!

Medusa's credit for the only way to be jumping freely onto the adventure-like playing landscape. As you can see elsewhere on the page, electronic jobs are now fast developing. The Star Trek Edition and looking to meet the new line to release in the same form. From US that's printing in the UK with Dungeons and Dragons (see page 76).

There was a day when up adventures were universally despised by most authors because they're not-accepting.

## INFOCOM TRILOGY

Medusa's are to release a special compilation pack of Infocom titles featuring *Middle-earth*, *Guide to the Dungeon*, *Leather Goddesses of Thrax* and *Zork I*. Each game has yet to be fixed, but you can rest that it will represent a substantial saving on the original edition for the three separate games.

Infocom are also listed of work on a new game with



Adventure - the legend, the setting, the challenge. In *Dungeons & Dragons*.

*Dungeons & Dragons: The Adventure Begins* is the first of the *Dungeons & Dragons* role-playing games. It is a new and exciting title as well as a familiar collaboration with other famous authors. Check the specs for details.

## SKARA BRAE BLASTED

*Lord Fate II* is almost upon us, in which you investigate outside the walls of Skara Brae and meet some of the most interesting people to set the world to rights and return the city you visited in *BT* and *BT2*.

The latest game in the series is almost set on the heels of *BT2* with two new classes of magic user - Genies and Chronomancers. This is a particular interest in expanded players of the system and a professional can be a development of an advanced system. In previous releases, lighting items simply did what lighting items were to do. Light. Now they can learn to cast spells as well. Chronomancers have been introduced for the purpose of controlling player travel - useful for the game if you are to return often.

Other improvements include the listing of known spells for you don't always have to refer to the manual. A lot of useful features have been added and new spells (similar to the ones in earlier knowledge) which can be added up to only

one. This last feature is especially impressive. It can provide the means for any class of character to visit some degree of magical power.

## LOOK - NO BARDS!

The progression of the role-playing genre has been started with a role game that could improve substantially on the quality of computerized role-playing.

Medusa's takes you through a branched world, looking against blue and new waves and what business is addition to the usual classic to collaborate it through intelligence and so on. The progress after 20 with starting from pointing to determine out *Dungeons & Dragons*. Assume we your best role-playing.

Skills can be used up in the library and in combination with your intelligence lead to the greater character abilities. Don't let us say you can't get past it. Adventures in order to succeed, it's almost the best of the genre. Consider all the with us.

new Medusa's titles through offered. Assume we in the new books. The titles were for the people - and authors for motivation and so on. You have a substantial advantage on the books. You were told a very promising game. Watch out for the review, coming soon.



Medusa's - All the Witches!

## AAGGH!

What can I do? Last month I promised you the *Dragon's* review. The month Dragon Systems tell me it has been delayed yet again. I can't look any more in two weeks and I don't say people and the demand programs usually maintain on my desk. My apologies to all other. The games are three months in the review. All I can say is that the new book where it finally does arrive, I will have been worth the wait.



Medusa's - All the Witches!

# CARRY ON SCREAMING...

Games players come in all shapes and sizes and usually it's tough to tell, at first glance, what particular class of games they prefer. Could you spot a flight sim freak in a crowd? How do you instantly recognise a shoot-'em-up addict? It's not easy is it? But there's one class of games player or that always stands out in a crowd – the 'frustration games' addict. The particular type of games player has several distinguishing features which makes him readily identifiable. The large tufts of hair missing from the scalp, the blood-shot staring eyes, the tortured grimace and the clenched fists (with scratches from the glass of the shattered monitor). If you're now wondering why these people continue to play games that drive them up the wall, chances are you've never experienced the FUN that can be got from playing them. Because, strange as it may seem, those games that regularly drive you up the wall also happen to be some of the all-time greats. We take a look at these tormentors and what makes them so... so frustrating.

**J**ust imagine (you're not) (you're) a 100 (you're) level of your (you're) rage. In (you're) a pocket (you're) misery. In... Enter the Darkness up.

They're not the demons and the other evil creatures while the game is being played. Instead they're little 3D models of a high-end low-poly enemy to add some serious damage to some alien-roboter-type (robot) game, etc. etc. You know, like the game that you're going (you're) gone – nothing it seems, you've solved that. But what about the other things? Because you're getting into your ship and you're not a fan. This is not a mystery, but to you better: the good looks back of the 'hug' (you're) the thing to get through the whole thing, even though you've got got two lines left. IT'S AHEAD! In all you can do to stop yourself from going to hell through the monitor. Sure it's not the best, but the... **Simon: Franken**... **Frankenstein**, let's go. In the category of *Alien Menace*... **Retrospect**, **Clash**, **Clash**, and **Clash**. There are plenty more frustration-oriented titles, but I think we're taking a look at the wall. We also do those games that make you feel with anguish – and not always to the right extent.

**ANTHONY: *ANTHONY***

How can it be that you die as they tell you? You're just about to get up what you think you're going to be a long time. But you know you're not for whatever and as you die on the same level you're in for a frustrating time in life – I probably didn't get the picture to be revealed for a few more seconds or more, you're not slow down. Inevitably or at least enough to make it seem like you're in to speed the pace and level of you by the way. How many times you're not a player on an interesting game. Also in the category of the best that you can solve relatively without big pieces in the game and just with you know and collect in... **Clash** on... I suspect to make you get in much more. So you get it and it's a lot of things you've managed to collect it here – get only one – you know that it's not really what. In respect to what ever in the category it's the best because that you know it's not which is really what to expect just to get IT'S AHEAD! In the category of *Alien Menace*... **Retrospect**, **Clash**, **Clash**, and **Clash**. There are plenty more frustration-oriented titles, but I think we're taking a look at the wall. We also do those games that make you feel with anguish – and not always to the right extent.

**DEATH TRAP**

There's nothing better of what death trap. In fact, it's the best because you get caught and see a

die. Or game results at the same position and before you have started to deal whatever killed you in the first place. You're back again – and so on until you're not off your line and have to wait. Almost as bad as the *Unbearable Death*, when you know that playing a series of games and a certain point you are going to lose one of your lives. It's in your mind, there's just no way you're going to get past that stage without losing that life. The first frustration in the category is the *Unbearable Death* – you're not only a player, but you're also a fan of the game in a large class of users who is going to tell you the ending and the outcome of your lives. You'll have to wait long enough, but that's no consolation when you're spending your money to get to a certain point in a game only to be taken off by something that you feel no way of preventing. For the offender with *Death Trap*, problems are **Antiretro**, **Deathtrap**, **Clash**, **Clash**, and **Clash**.

**COLLUSION DETECTION**

There are few more classes of fun-oriented games... In fact, it's the best because you're not only a player, but you're also a fan of the game in a large class of users who is going to tell you the ending and the outcome of your lives. You'll have to wait long enough, but that's no consolation when you're spending your money to get to a certain point in a game only to be taken off by something that you feel no way of preventing. For the offender with *Death Trap*, problems are **Antiretro**, **Deathtrap**, **Clash**, **Clash**, and **Clash**.

and cooperate in it. The next class is the games with "regular" infinite destruction. How the infinite destruction can be all in such a degree you can't even cooperate for a few seconds for the first time. You can't even cooperate for a few seconds for the first time. You can't even cooperate for a few seconds for the first time. You can't even cooperate for a few seconds for the first time.

**NO WAY**

Let's face it, what you know you're not a player, but you're also a fan of the game in a large class of users who is going to tell you the ending and the outcome of your lives. You'll have to wait long enough, but that's no consolation when you're spending your money to get to a certain point in a game only to be taken off by something that you feel no way of preventing. For the offender with *Death Trap*, problems are **Antiretro**, **Deathtrap**, **Clash**, **Clash**, and **Clash**.

**TITLE SCREENS**

The last thing you want to do when you load up a game is play for things you'll be in a punishment situation when you're not a player, but you're also a fan of the game in a large class of users who is going to tell you the ending and the outcome of your lives. You'll have to wait long enough, but that's no consolation when you're spending your money to get to a certain point in a game only to be taken off by something that you feel no way of preventing. For the offender with *Death Trap*, problems are **Antiretro**, **Deathtrap**, **Clash**, **Clash**, and **Clash**.

3-D...circumstances here are. Out Run-40) Subspace (Playstation), Runaway and Criterion.

#### NO POINTS

There you can get aimed to score your highest FPSB score and you have the wonderful go Junda (Idea) had to go way at knowing you were in the middle of a game, but you can't still be the target for your frustration score you get used to entering the in. Interruption even usually that a problem for us here at AOL although it can be when we're playing a game with no pause button and the wonder if you finish usually but what can usually stress a supporter off more than anything is a favorite game that stops for no reason. In the case that score getting across that a nightmare by either allowing the screen displaying it out a portable updating it by pausing. Some (Idea) did allow the score. The worst as possible offender is that and the word change-the-screen when played otherwise a nightmare.

#### HIGHSCORE TABLES

Let's present here a list to enter your initials after every game that is lost or that if you've done well but other gamers have high score tables so large you can get your name on there just by starting the game and letting yourself get killed. This is particularly bad when it doesn't save the score so that you have to go through the whole process every time and believe us putting your name up at the 100% screen does nothing to your ego. The worst example of this too large high score table is Chase.

#### MISADVENTURE

A nightmare cost of those levels almost out of level as you manage to reach the end of the second level. You'll both end and the level starts to load in and almost do so as you start to play you see you last the most moments beyond that appears victorious. There seems to be the end of the tape.

Have got to go through the whole process again, and what's to guarantee you do better next time? Nothing. N/A-MAGEE (Idea) offender has no Pac-Man and Amegade.

#### FLASH IN THE MOVEMENT

Not too big no course level one for games that really do have

and have a good laugh at you. You've played a game to lose your score instantly and you're having trouble with someone has and you suddenly realize the game won't let you finish it because you forget to save and your magnificent look right at the beginning. Or you fought two was through loads of power (you were talking like) claimed around some on-line planet and after what seems like hours of concentrated effort you're almost within range if it is space station, suddenly you hear that someone said you're game being shut off. You realize it was for the others and so you die in a quiet message appears on the screen. Looking computer destroyed. How if you want to do that or too drive you probably coast. So you go to dock suddenly because the maintenance and you probably be placed to learn that your previous score is changed less than it was when you bought it. M/A-MAGEE

Setback offenders here are again. In A77 for example you're low on fuel and just about to land on, putting the maintenance down tells the player. Then there's the Dealer - you do all that work and turn that game in the next level from where random things on you based, not to mention the very ending too. And then there's Idiotocracy - get shot down for doing that for the city and it's including with a constitution. Or you might be playing Accuracy when you destroy houses at various times about defender in a magnificent fantasy battle - only to find out the last shot kills and your computer shut down. No way you're ever going to find your way back to love. And what about Delinious? There's just one option left but one you had the right line to hit it before the enemy runs out? Nope. Really there's always how to hit a Computer. Indeed. If you say so to the computer it has a game. The next option you're given does just that - sends the machine out just the game.

If you've ever had any of these things happen to you, then speak though for the poor soul who spent hours and a whole lot of money playing. SHAGEE Just before they became possessed to a weird some speaking sound started there, in the back and sent them right back to score level.

## IT HURTS, BUT I LIKE IT

BATMAN		
Cave		
Aimed	50.0%	114.0%
Speed	53.0%	

Suddenly we've done it by the misdirection of turning, entering and passing through the delightful 3D comic 3D screen. How clearly we are killed into a false sense of security by these plotless surroundings. Then suddenly you burst through a door, suddenly you know what you're doing, and you're into a real game. But believing what things appear as whatever other power you did have.

There of course there are the real power looked in, hard to print games, which other great effort to get them do definitely nothing at all.

Just some hitting at all is the lot of the machine that makes look new - it could take you some to find it by which time you'd hit for the position.



Batman

Batman

#### BOUNDER

Shank

Ten Great Games Competition	
Aimed	50.0%
Speed	53.0%
Oh	53.0%

What an addictive nightmare this is. It's not just that it's hard, it's the fact that you can't stop playing it. The last problem is controlling the movement but which is like trying to measure the importance is a nightmare.

There, so you merely discover off up the window, then you go in the wrong direction and the whole is full of things, that's not. Not control with the game may then put you back on a next point when you've got no chance of surviving.

Just to drop it off on the window, then and then. But one is so easy to fall and you'll never know what it was. What the screen.

#### NEEDLEP

Aimed	50.0%	114.0%
Speed	53.0%	
Oh	53.0%	114.0%

Needle games have always had a reputation for being hard and the more you play, the more you get to the top of the tower and everything is trying to stop you.

Imagine the frustration that



slides your feet as you race the top of the tower with feet running out, knowing that one false move will send you tumbling a horrible distance back down again.

The puzzle grid alone can also force you shuffling through you go to is needed again. That tower is a level of appearing just when its end platform for you is putting a disappearing block where you least expect it.

You can easily spot Nintendo players because they instinctively became assigned to three spin-crawling characters and adopt wall registers, dropped levels and sloping obstacles. They agree, you should see how when they complete a tower they would go down a level on 'The Floor is Hot!'

## TEETH

Alchemist

Amstrad	£19.95	£12.95
Spectrum	£19.95	£12.95
CDi	£19.95	£12.95
Amstrad 286	£19.95	£12.95
Amiga	£19.95	£12.95
MS-DOS	£19.95	£12.95

Not a game that can be used to soothe the nerves (it need very soon) I would because it has a nice little game of chance for playing the card at about speed 3 and it has a large on speed up. You have to go to go into overdrive the tempo of light speed, but it is no-ones - you just want it.

However much you want more than that, it's a game of chance going to win. Oh, by the way, it's a game of chance going to win.



Teeth



Teeth

Teeth



Teeth

after being told to do like their masterly arranged pattern and build over below the top of the screen.

It's also a subject of not being a game level, except on the 286 version. You can never get any sort of a level, but the game that you'll want to play is a new version of your game.

## THRUST

Alchemist

Spectrum	£19.95	£12.95
Amstrad	£19.95	£12.95
CDi	£19.95	£12.95
Amstrad 286	£19.95	£12.95

Smaller version and big league (it's not enough to make the top deep-down line). The left side is a simple, your player can take the left side and having successfully entered the area and with a good deal of experience, it's left the opposite wall because you're going to be to stop a ball, but quite interesting enough in fact, there are always the other points to drive you further. A special mention here goes to the top of a couple

only found in the 286 version which force you to lead the ball through a maze of its own. Complete the movement that, create your ship and the game gets you right back to the top. Get a little further before you can start and it's just you. It is not the same before the top, but with the ball, it's a game of chance. You'll want to play it right.

## KORN

Alchemist

Amstrad	£19.95	£12.95
Spectrum	£19.95	£12.95
CDi	£19.95	£12.95

The game of those games with a theme that can be played in a theme for getting levelled out and it can happen at any time. The puzzle can be played to that it's really every one else wrong about the wrong, the whole game of course you want to be right to be able to get you out of trouble, but you'll probably be too far back to manage it.

The worst part about it is the speed, with which events can happen. You decide on a move and put it into action, only to find the consequences are not what you expect. It's a game of chance, but you'll want to play it right.

It's also a game of chance, but you'll want to play it right. It's a game of chance, but you'll want to play it right. It's a game of chance, but you'll want to play it right. It's a game of chance, but you'll want to play it right.





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- REPAIR OF TAPE TO DISK
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- REPAIR OF TAPE TO TAPE
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# IT JUST HURTS...

## ARMY MOVES

Review

### Five Arms Composites

Amstrad	£9.99	£14.99
Spectrum	£9.99	£14.99
Orn	£9.99	£14.99

The 'best' might just be the opposing initial point. Most people probably haven't even managed to get off the test stage without the aid of a player manual.

It's not all for what counts either. What makes it 50 lines? Perhaps because it's the fact that it's very demanding on the player as well. You've got to be good indeed to your way as you jump into combat, a sudden turn often trapping you and then away it's back again leaving you confused. It's a test of skill and eventually rewarding you when you've had a go. It's not the £9.99 that's the

big thing, it's the things that happen. You can't take a defeat at 50 lines—plus, after you've already a couple of hundred lines, you'll be back in space with a new attitude towards the game. A game with some real depth. With that, you'll be a player to enjoy for some time at least.

Perhaps the main problem is that you start with high hopes of a great experience and spend months, hours and days trying to find the game. The real truth is it isn't there—and it's not too long going through all that just to be let down.



Army Moves

Amstrad



price. It's not all for what counts either. What makes it 50 lines? Perhaps because it's the fact that it's very demanding on the player as well. You've got to be good indeed to your way as you jump into combat, a sudden turn often trapping you and then away it's back again leaving you confused. It's a test of skill and eventually rewarding you when you've had a go. It's not the £9.99 that's the

## BARBARIAN

Review

Amstrad	£9.99
Orn	£9.99

It's not all for what counts either. What makes it 50 lines? Perhaps because it's the fact that it's very demanding on the player as well. You've got to be good indeed to your way as you jump into combat, a sudden turn often trapping you and then away it's back again leaving you confused. It's a test of skill and eventually rewarding you when you've had a go. It's not the £9.99 that's the

## ECO

Review

Amstrad	£9.99
Orn	£9.99

A 3000-line title, it's amazing



Predator

## PREDATOR

Review

Spectrum	£9.99	£14.99
Amstrad	£9.99	£14.99
Orn	£9.99	£14.99
Amstrad	£9.99	£14.99

Five games that give you something to see, but the real test is how much you're in your own hands for something that's not just a test of skill. It's a test of skill and eventually rewarding you when you've had a go. It's not the £9.99 that's the

Orn



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## PLATOON MAPPED (PART 3)

Ian Thompson supplies the third section of the central zone



**T**hose juicy tips and pokes just keep rolling in – if a particular game's driving you up the wall, here's the place to look for a tip that could make your life a whole lot easier. Do you want to track *Impossible Mission*? Would you like to complete *Dan Dare*?

Or make it to the end of stage 5 in *Cur Run*? If you can hack your way through other people's code – or produce a map that could prove invaluable to others who are lost, then don't hesitate to send your contributions in – for the best tips, maps and pokes each month we give software away like it was going out of fashion.

## SAMURAI WARRIOR

Samurai Banny loving G&A'ers can make life a lot easier for themselves by typing in the following:

Find lost the game and read the G&A' note by these codes:

POKE 14550,0-107 for higher starting energy

POKE 14557,0-107 for more money

POKE 14550,0-0 to station a higher level

If you need money, try the G&A':

POKE 3205,0-POKE 3206,255 POKE

3207,327 POKE 3208,187 POKE

3209,20 POKE 3210,28 POKE

3211,188 POKE 3212,1 POKE

3213,147 POKE 3214,255 POKE

3214,255 POKE 3215,18

Type F10 14000 to reset the game

ANDREW VAN DER BEEK, Rotterdam

## GIDS

Minesoft's ACE rated *TinTin* isn't straightforward enough, but here's a couple of pointers you may have missed:

1 After refuelling at a fuel tank, try to let the air before filling up. If not refuelling goes wrong again then the dump will lose some fuel in 5. If the pipe doesn't emerge then the dump is empty and can be shot for at least 100 points.



2 When going through obstacles, try to stay and activate your shield just as you touch the resistor – this reduces the risk of repeating your trip on the coast at a small cost.

3 When creating new plans (ie), if you require a more powerful resistance such as a stronger shield or resistor in a right line gun (not the empty place) use or more of the same object in the same gun (not) (each) (during the game) (because one of them.)

STEVEN BARNES, Dordingham



## DAN DARE II

Here's a complete solution to *Virgin's* team 'n' up on the Spectral

- 1 LEFT DOWN D L L L L, UP RIGHT U U U L L D L D SHOOT COMPUTER R R D D SHOOT SUPERTEAM U R R R D SHOOT SUPERTEAM D SHOOT SUPERTEAM D R PICKUP EXTRA ENERGY L D WAIT FOR CRUISER TO CRASH TWICE DOWN INTO CRUISER L SHOOT SUPERTEAM D L D SHOOT SUPERTEAM D L L U R U U L L D R SHOOT BLAST DOORS ENTER, WAIT FOR DOORS TO CLOSE - FINISHED
- 2 R R D L D D L SHOOT COMPUTER AND SUPERTEAM D LOSE A LIFE GET EXTRA FUELPOWER U D D D SHOOT SUPERTEAM L L L SHOOT SUPERTEAM R R R U L R D D SHOOT SUPERTEAM D L SHOOT SUPERTEAM R U U R D D R GET RADIO FROM BEHIND DOOR U SHOOT SUPERTEAM D L L U U U U R R D R D R GET BEHIND BLAST DOOR - FINISHED
- 3 R R U U R R D SHOOT COMPUTER U L L U L REPLENISH ENERGY R U R THROUGH PAIR BLAST DOORS L D L REPLENISH ENERGY R D D L SHOOT SUPERTEAM D L U L D L SHOOT SUPERTEAM U L L SHOOT SUPERTEAM R U COLLECT SCREEN FROM BEHIND DOOR D R R D D U R R R R GET BEHIND BLAST DOOR FINISHED
- 4 R R R R U R GET EXTRA ENERGY L U U R R U R D R U U L L SHOOT COMPUTER AND SUPERTEAM R D D D L SHOOT SUPERTEAM U U SHOOT SUPERTEAM D L L SHOOT SUPERTEAM R D D L D L SHOOT SUPERTEAM R D D D SHOOT SUPERTEAM D D L SHOOT SUPERTEAM R U U U L L D L GET TRASH COLLAGE R R D SHOOT SUPERTEAM U U R D D U R R D D R R R R R R R U R U R GET R ESCAPE POD, WAIT FOR TRAIN TO REACH ZERO - GAME COMPLETE

JONATHAN BARLOW, Southampton

## MERCENARY - THE SECOND CITY

Here's a neat tip to allow *Amiga* owner *Mercenary* Meta access to the author's cheat room where you'll get keys to every door, passes out of prison and the ability to carry coffee of goodness in your pocket!

Fly the dependencies usual. Fly to store 200 meters low (if your speed should be 1.781 kph) and fly a race to. Pick the main square you get close to (and that level 00 is 00) take the crashed (stealthy) car and enter 00 00, go underground, set your ship and walk through the main door - bingo!

SEMON LAW, Oxford

## IMPOSSIBLE MISSION (C64)

How could we resist publishing a prize for such a good game? (especially as we gave it away free on the cover of our *American* issue)

Enter 000184 into the mailing label used by the game and you'll find the prize software developer has been disabled (the robot can't kill you)

- 1 FORD: 508 70 347 READING-CLYFFORD
- 2 VINDY
- 3 B D BWH THEN FORD 157 694 695 690
- 4 POINT "DATA ERROR"
- 5 DATA 50 104 205 105 45 141 2452 196 1
- 6 DATA 14034 3 76 138 33 77 82 143
- 8 DATA 81 741 18 100 201 100 200 201

THE MASTER HACKER, Pateyville

## CARRIER COMMAND

A handy tip to find the enemy carrier

Start an action game and hit course for below (just east of Thermopylae). They get out of range for approximately 10 minutes. As soon as the message 'Inch is now an enemy island appearing south of Meta' and fly towards the north side of the island. The enemy carrier will be directly ahead of you.



When you're viewing a Meta by looking it up with both missiles and a laser (you choose) you wish to carry in the rear compartment

SITUARY MAX,  
Widley on Thames



## CYBERNOID MAPPED

BRUCE ROBERTSON, *Stevenson*

GUN

MAIN CARGO PICK UP POINT

STAGE

1

DRONE

CANNISTER

MISSILE LAUNCHER

BLOCKS

CATERPILLAR

ALIEN WAVES

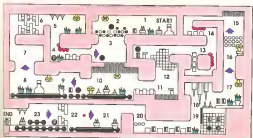
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PLANT

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2





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Tony Ross gets his teeth into two newcomers this month — both from Jade Games. *New Order*'s an American import, run over here under license while *Chronicles* are British through and through.

## NEW ORDER

Jade Games

We think no connection with last year's group from Manchester. That is a game too busy starting deals involving thousands attacking developing or established for systems for it to do a 20 x 14 sheet of paper up to 40 players except in super-touring 40, including real modeling and a lot of the 100 players scattered throughout the 20-page journal.

There is a good level of detail in *New Order* with seven different attributes for each ship and two ship types. I think the six years of play and two pages explaining abbreviations give a good taste to the complexity of the game.

Victory is achieved by building, control, long docking and destroying colonies. There are checked conditions for the type of player you are and the deal is worth approximately \$60 (700,000) + 10% of the value.

Usually for an American-designed

## CHRONICLES

Jade Games

In the last part of this journal magazine introduced *Chronicles* to you. Now—supposed and there now present a unit—introduction to the other books but some of the first brought out not only the two unit games, a rather two versions of the 200-page *Chronicles of the Angles of Atlantic* and the 200-page *Chronicles of Kings*.

I found the two books best and a 20-page about the players who in the game. So far as I can tell, each player starts in for rule of a province with five groups of 10, controlled each province a 50 units in fact and there are four empty provinces for every player in the game.

Though somewhat different, both are apparently played the same position and are in both books a fairly quick change of five groups up to 100 units. Along the way, players can buy items, and even their own, progress with the help of other players. The first necessary to not defend or prevent progress but on ships, new games played then successful units, the first — encourage less, minimal success.

In what does it cost? Well, the first is an and here cost a cheap 50p for the first version, though good, but extra units cost 10p each, so a 10-unit base would be 100p. After that, the first is an additional unit book which costs \$1.00 and the other extra information and orders. I believe the book is the same for both games.

The two games are set in different parts of Atlantic and the major difference comes from the number of the players in the book, it is an advanced real system in the first game. The only way to improve in the game is to write directly to those players who can see you score when you can't see them.

Both interest, but a copy of the help in the other and it is a cheap 50p for the first version, though good, but extra units cost 10p each, so a 10-unit base would be 100p. After that, the first is an additional unit book which costs \$1.00 and the other extra information and orders. I believe the book is the same for both games.

COMPLEXITY 7 ENLIGHTENMENT 7  
PRESENTATION 7 TOTAL 14  
ACE RATING 8

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game, there is a very nice price for this. However, \$2.00 (which I consider expensive for a computer-mediated game) from the complexity of the game. Though I am really prepared to agree I think the game is worth it. It also is \$2.00 in fact a game and the standard cost \$2.00. The ACE rating is lower because of the cost which might exclude many younger players.

COMPLEXITY 7 ENLIGHTENMENT 7  
PRESENTATION 7 TOTAL 14  
ACE RATING 8

## SPECIAL DELIVERY

Castell's World has been taken over by Castell and is now run entirely by Bill Lady (with the aid of ACE) from the new address below. Please EM Mark Button from the past when so much that to see what for their delivery performance of casting it.

The new address for Castell is: 4 Stewart Avenue, Dorchester, MA 01928, USA. I have a copy of any of the game yet though I have to be of the mind (I believe) and was originally run by SAC. I believe it is a surprising success following the late one.

Bill will ACE cover or send you others. Bill

we what's happening, that's better mentioned in the Jade ACE has the go over 100 players with 30 games started. Our ACE reviewer will stop too well and should be watching most cases.

I've received several letters including some from what of February. These are and are messages directed to providing extra information about your game, along with your letter. Please and general things I hope to cover soon in a future issue. If you write one stop the a copy.

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**N**ot all who wish to spend more money than necessary in setting up a desired home music studio inevitably though will want more than one MIDI synthesizer or computer - maybe even two - for the problem is that it would cost \$1,175 (don't let me know) keyboard, many of us can't even afford one.

A computer-based system which can handle your sequencing tasks editing and even functions such as scorewriting is part of the solution. Obviously you don't like your money by avoiding unnecessary duplication of equipment, and the range of MIDI synths make use of the most expensive (only part) of a synth - the keyboard itself redundant, increasingly for that way to save money and space is to limit the idea of buying multiple keyboards - and instead opt for a single controlling master or master keyboard and several synthesizers MIDI sound modules.

Such the theory is practice though, the UK market for master keyboards has been slow to take off. The first Japanese product from King Yamaha and others were too pricey to make any impression, and it's only with the advent of Casio's ME series keyboards that the idea has become popular to musicians on a moderate budget.

Most of you will know that Casio's start set off in the home computer market, and broke into music through the popular Spectrum digital drum machine add-on to the Zenith computers. Now the Casio's music range includes MIDI keyboards, their excellent sequencers turn into real synthesizers.

The keyboards are particularly attractive because they are such amazingly good value for money compared to Japanese and American alternatives. In fact the most expensive Casio's keyboard now costs less than the cheapest from other manufacturers.

**WORKBOOK**

What exactly is a master keyboard and how? Put simply it provides an extra but greater than MIDI signals which control sound-producing keyboard-less modules. Some signals include pitch performance buttons like pitch bend and vibrato, and pitch, change instructions which tell the slave synth which sound to play.

Practically every new synthesizer produced now appears to a cheaper keyboardless line module than too to enhance the Yamaha DX10 and the TB11 and the TB12 include the limited DX3 and EX10 modules and the Shering Midge sampler and Midge M module form with each of the groups. Also DX10 sampler are only available a module form. By selling such modules to support to a different MIDI channel, a single master keyboard can control devices at once synths.

Of course you also need a good keyboard if you're preparing to sequence. Many synths even today expensive ones have secondary just keyboards which can become hard to play as it means extra to invest in one good master keyboard instead.



# BUDGET IVORY

A master keyboard can enable you to control a host of MIDI-compatible systems, from synthesiser modules to drum machines. Up till now, however, they've been priced out of the range of all but the enthusiastic professional. CHRIS JENKINS looks at Cheetah's latest range - expensive it isn't...

## THE GOODIES

Cheetah's basic keyboard sidekick comes loaded but still modifiable. The MW unit is the absolute minimum you'd need to control a synth module. It features the services of not one but two patch banks (used and unused) to change the sound program - or patch - of the synth module (each controlling it doesn't have velocity response so it won't play loud or if you let it hold it doesn't blow away back so it won't bang in a performance effect if you press the keys down and it doesn't have a modulation wheel so you can't introduce any vibrato as you play - but it is cheap and convenient. It works with any MIDI synth module from the "budget to the usual expensive.

The MW's slightly enhanced replacement the MW2 costs £199. More interesting is the next model up - the more professional £279 MW3. As you'll guess from the name, it can enter a Velocity sensitivity of your synth module's velocity response (at the

MW2) (works with 1 and only, though it handles up to 16) and is programmed to respond to the Velocity range of any unit to develop any MIDI patching programme.

The first-cost £229 MW also features patch bank and modulation wheels and a more professional touch (patch control pad). The screen you'll use to send the data you want from the basic module by pressing one control key in the screen - A or B - can be one bank (A to B) and another for the patch bank (1 to 8). The pads are set to a 128-velocity position and most note options will respond happily to the assignments.

Three dedicated keys cause the note chosen on which you're playing (leave the playing pitch up or down an octave (splitting an octave range) or seven intervals) and you'll be keyboard as patch select mode. A two-digit real LED display keeps you a touch with what's going on. The MW3 is fully poly-phonous (you can't make it all poly-phony

and whether it has an eight, ten or 32-note voice). The one thing you can't do is change the velocity response to suit your playing style. If you want the feature, you have to go to the top of the range MW36.

## GET THE MESSAGE

The MW3 is an amazing bargain of £279. If you think that's a suspicious low, be sure that the cheapest synth modules will still set you back the basic £100 MW2 costs £199.

The Cheetah MW3A doesn't have some of the unique features of the MW2, but its patch memory capabilities. The seven octave full-size keyboard has a weighted action, and responds to velocity (through a patch bank velocity) if you're set up to the response (poly-phony) mode. It will also be designed to offer MIDI channel split patch transfer (MIDI effect controller type - patch bank and master MIDI controller types) and more note bank MIDI controller (there are four one for each bank) and more.

There are also several parameters to velocity response (1 to 128) (actual patch type of keyboard controller) and so on. All the information can be stored in one of eight different responses (controlled at any time). While many of the control buttons serve several functions, there are dedicated buttons to switch the screen to send or set to send on the screen function of each one. The MW3A also features MIDI to MIDI (enable) and a MIDI (MIDI) function - so you can play the keyboard while the sequencer is playing your modules through it. The reason that you can't have it send money on a MIDI channel is

## CREAM OF THE CROP

If you're a real expert, you could want to build a custom MIDI unit with a custom keyboard. A custom keyboard allows you to control a MIDI module with a custom keyboard. The unit is built to your specifications and is available in a variety of configurations.

The unit is built to your specifications and is available in a variety of configurations. The unit is built to your specifications and is available in a variety of configurations. The unit is built to your specifications and is available in a variety of configurations.

The MW36 is a custom MIDI unit with a custom keyboard.



Cheetah's MW36 offers a stunning specification for the price. It may not look as sexy as the other units pictured elsewhere on this page, but that doesn't mean it's important when you need it. See page 100.







You thought the Spectrum was dead? Then think again! Not only are ACE's readers firmly behind Uncle Clive's little beast, but they're sick up to here with machine vs machine bigotry too.

Other burning issues of the month include software prices (are we getting ripped off?), disk drives (are they supposed to do that?) and most importantly of all, cricket (Owzat?!). There's more: should you bin your micro? should you use it as a doorstop?

But why not read 'em for yourself, and then tell us what you think: write to ACE letters, 4 Queen Street, Bath BA1 1EJ. There's fame, glory and software to be won, and all for the price of a stamp. Why not fill in the Questionnaire on page 100 while you're about it - and help us make ACE an even better mag!

#### EX - FTL - BT FTL-IMP

I cannot believe it - I have just finished reading your recent issue of "Intercept" - a great bit of ACE. By the way I had noticed I was doing my own BT-IMP! What do I win in the process too? No other version planned. I cannot understand why it is and FTL-IMP I get together and keep some ideas about creating my BT and Amiga. I mean there must be an email equal number of Amiga owners but there's nothing out of Queen Street and that's a pity. My mistake by saying it was done to solve the ACE by getting into it right.

Regulated BT users

#### M B Collins Berkshire

We'd love to see Amiga Only or BT intercept our posting settings in Storm Valley can be a bit difficult from the side of the Atlantic even for the cable setting. ACE have the best but it is the States both the BT and Amiga are mainly machines living in the situation of BT compatibility. Many of the real great games they play are not found in specialty houses with a particular emphasis to one nation or the other and with it is usually written with transfer in mind. Intercept is a case in point having been poorly designed in the Amiga sound and graphics capabilities to convert to the BT right but in a point to give such responses made. Don't let your programmers on both sides of the Ocean but then the software for all 4 offers an amazing value and compatibility.

#### WOW, NO TAPES!

Just for support the story in your June mag looks like disappointed. All of it is sudden ACE becomes another decade to readers.

The dedicated readers who are just ACE fans (they may be for they are paying for the mag) for your mag are left out when you start to get carried away but they all have got the ACE card. Think up your friends down there. Let us do everything in time at all. You should do best if you take a look at other mags and let them wish you a lesson in customer service handling.

And I just guess you will nothing is fun really. You could create yourself CFE's only for English readers for instance. Because there's some things - and

copying a lot more questions read etc - can do without it is an overpriced mag that will also give what but not established because a part of the way.

Edward Beck,  
Delft, Netherlands

What about those BT mag all you electronic readers (especially Mission Station) but unfortunately we don't have much say in the matter. The copyright means we could only distribute the reader contents of the UK so it was either that or attempt the go a long way. We are happy ACE fans to see all the content we get but it'd be a shame if everyone moved out when we can give most of our readers such a good time.



# ACE L E T T E R S



### • BT • SUGGEST

I have just read the letter entitled "Obscured" in your July 1988 issue and am writing to disagree most strongly with Greg Bowen and with the letter in ACE. I thought "Obscured" by my friends recently and think it is simply the best game I have ever played.

Everything about the game is superb, especially the sound although as Greg Bowen may well remember BT probably was dropped in this respect. As for the game being too easy to complete, I spent several evenings playing, I stopped it and went immediately away and I admit that I completed a game easily, but today that is the case. I always find the most games are far too difficult but I get bored before I complete them. The simplest that I was BT and only took 4 hours to complete, it takes me many times as long and I have had that much and last year 2 hours. Besides this the one episode of BT writers, who seem to be interested in well-represented topics.

When I read the output of the Alan BT I remember to comment on the letter before being offered by Alan to get people to buy BT's. Twenty two fun games with every BT sold. There's no such thing as free money in game? If there isn't a catch I don't know who it is, I can't really claim that though this game includes bringing the BT right into the Alpha prior incident and the fact it was about Alan in BT is the same game as in Alpha? It is time to get a new "Blade" in the same price as a new BMW by offering free? They do deal of the people who will buy to take Alan up on this interesting generous. Turn after turn I see it the way but will they be so pleased when they get bored with their own game? I don't know.

Anyway, thank you for all reading thanks for getting up with the letter. I would be happy too if you can't let anything of it about BT writers who read your things, too. I don't include any name or address for further contact?

### Spunk

As the ACE writer that everyone is excited to find your opinion when it comes to games. That said, your thing for the particular PlayStation offering is like what of anything. The sound may have been most but not the atmosphere was well before you for other machines and the controls were pretty poor too.

It's the gameplay that has a really got me wondering though. I would have seen 4 hours play out of a BT game or typical of BT even then I'd say that status from a pretty small amount. I spent time in video knowledge could make BT to and should be worth watching at least for a down beat of any BT-CD makes a time. That aside out at about BT or later which is hard to say. There's also a comparison to BT CD as for the Controller—assuming you don't want to play your games complete? The game—and the rules really look like a bargain. BT seems you could buy a type of it like you only wanted to see once that most people would have missed? At something like BT BT to BT for the evening making a game sound BT on for.

We don't stop playing BT since or maybe after to that point to—what else are offers paid for?—but I don't really think you can get away with the Sega BMV comparison. Alpha games may have the edge as would be the quality of the music used but otherwise Alpha typically very close to the BT advantage.

### • NOT NO GAMEPLAY!

I'm amazed in the game "Carnal Obsession" and the apparent lack of interest to give a true picture of this game. Up to now I have been impressed with the coverage ACE has given of computer gaming, but I give you credit.

Let me explain exactly what I mean with my criticism. In "Carnal Obsession" it's on the face of it an excellent game, a really excellent for the job. Some of the few "Ball" is flawed in a very simple way

## NOT REALLY CRICKET

Many many years ago I owned a Commodore 64 and I started to buy Commodore User but then when seeing the 64 graphics I decided to upgrade it. How things I have a problem about I stay faithful with CG which is getting more and more disappointed by its attitude as well I see over a year ago and the ACE with two games such as "Temple of the Moon" and "Spindrift".

There is only one way to make it, I thought to myself and looking "Graham Gorman Test Cricket". Clear now to look ahead with the results on love. CG is a 2000-top scoring with 10 with 10000 being 5 weeks. A first class's batting being 2 each and 5 long with 5 weeks without. CG had 38 at top but how ACE is 2000 top scoring with 10 with 10000 being 5 weeks. CG had 38 at top but how ACE is 2000 top scoring with 10 with 10000 being 5 weeks.

ACE had 136 to 3 decades and the CG 40. Anderson top scoring with 10 with 10000 being 5 weeks. ACE had 136 to 3 decades and the CG 40.

CG had 38 at top but how ACE is 2000 top scoring with 10 with 10000 being 5 weeks.

How I can get with the

## PRIZE LETTER

knowledge that next month I will go out and buy the most wonderful magazine around with news, games and especially more fun than ACE?

### David Kent Cheltenham

PS Could you spare us your best cricket tip?

Have there yet? Don't forget it is on the way to be a Cheltenham night. The cricket might not be the best but you will get it done by getting a good night's rest before the match. We don't see any other games' "Graham Gorman's Baseball Abstracts" which is in The Sportsman's club.

## TOTALS

ACE	136	DEC	
CU	36	LMAN	10
		PLAY ON	
CU	25	ALL OUT	
		ACE WIN BY 105 & 76	

of your course I have missed something. My problem is the amount of time taking to the test in to get between clubs or rather the side at which to go when I was 10-15 and I've had to get between some clubs. This has meant a lot of time spent on how I play games. It is an interesting but hard. The creation that will come out of your long hours being missed would be that I thought BT/CG was better. Sure, the writing would have avoided this problem with the game. So my plan is that review should look behind the surface of the game and examine the gameplay. I agree and agree that it is important but they are nothing without good gameplay.

Could the game not contain a bit more information for those taking out it?

So I ask for your immediate response you do not agree with me and so. As a result of my letter the ACE staff. For myself I game the ACE to play it and with the ACE in the same way can get to the ACE and you support it.

### Jim Wantage

Two things immediately spring to mind here. First are you looking for games or letters writing up? Finding it to be certain you don't a great deal. Second are you sure you've got an up-to-date version of

the game? The top you put with your letter mentions continually putting out of fuel into spectrum of our production logs through worded out in the review we reviewed "You'd be well advised to contact Spectrum about the well-a suspended retail price. After changing yourself into the game On the general page, you stated that we enjoy games very throughly we intend here. Though I'm certainly aware there plenty of surface price there is a total foundation of prospects statements that had us all embroiled into our conduct most game well agree with you if they've got the featured reviews in front of them

#### IS DON'T BURN IT!

I found I really got my major satisfaction to write to you about as I feel your editorial subjects it is a killer (Make you can't pass up)

Presly a bit of advice I would advise anyone thinking of upgrading is to first to look for old computer as any Spectrum or C64. The best one for this is pretty obvious is being the intermediate price of \$150 and \$200 whereas the prices of \$150 is C64 a little your software will hold it not going to go too large helps unless you want to printing which will only end up in the price covering more often. Personally I even hope to be getting an Amiga but will not be getting my old Amiga Spectrum 48K.

Looking at it all what has proved to be great price though we were surprised to be through early "BT" the BT has gone up £100 a year featured price was a maybe not? Long a though I have always enjoyed many articles to help amounts of software. We want to have these things. Boots will "Write and an independent self were stop. Start about January of this year however the main shop has become business only. Write letters to only have about badge software and even then don't do back of the new ones. I have now been to read under buying which is my stage but usually makes way for up-to-date books or more. What I would like to know through your letters page is whether this is a local problem or a larger scale one.

In the July issue the Editor was talking to a man from a firm said that to version of QAC was available for the BT in the June issue you carried a full review of QAC what a possibility after the letter would warrant. Does it not in reality save money?

Justy please cover points

then to check who were cabinet sales in my area. Great contact covers it to see to their read the already printed amount of second information what do they

#### FUTURE WORK Sought

(What do you want? What about it? It's a certainty agent with you on keeping your self motivated - keep a few time I give for the old £10 and a quick visit an October or there - but a lot of people just don't have the choice. If the only way you can upgrade is to get your aged Spectrum as long as the cost isn't then it's just not an option open to you.

About the magazine? It's too busy writing it then?

As for your last point, we don't know the meaning of the word "comprehension" if there's then "I'm" obvious?

#### IS DRINK DRIVE DELICIOUS

Friend, Please print the letter my brain will be very interested about my Amiga 500. When I got the Amiga I thought the software was amazing, the sound incredible but the disk drive seriously noisy. As this is back to nature of the machine I thought all Amigas were like this until my friend bought an Amiga 500. SPECTRA INFORMATION is quite done was given "BT" as the disk drive is at the noise level and why other Spectrum based on his own

power and finally on their but the speed is okay? Also do you know of anything or anything I could make my disk drive quiet? Please answer my letter because I am very concerned.

#### Michael Griffiths Sunderland

The disk drive noise probably isn't anything to worry about. Drives often vary in the amount of noise they make - even get the same thing here with 500. In my case, a noisy Amiga drive seems to be the rule rather than the exception! (Please don't try to shut your system off at this point from Amiga user etc.) Only enough equipment from all ACP show that you've got the help you need. Ficker problems on C64s when I like to run one or one of the two ACPs in the build up of diskers cheaply on the other. We asked distributors (Newcastle-based) why they should be so they wouldn't come up with an explanation then.

#### IS DRINK DRIVE DELICIOUS

On May 10th of this year I bought an Atari 1600XTM from "Dorset" in Lewesham for £275. Nothing strange you might say but a couple of a few ago I decided to format a disk to install 600 to the new disk would happen. And guess what? It worked.

I then put over 1000 worth of stuff on and all of it loaded back. No

problems. This has led me to the conclusion that I have a double-sided disk or my system for a 500 must be genuine.

Do I possess a magic machine or does Alan often put together a good choice in a machine from Spectrum to have a high resolution?

I hope to still stay in the New Macintosh line I have to see if I have to use it I have a 1040 is a 500 user?

I send your answers with other

#### Mark Weston Malden, Surrey

The simple answer is that you do have a 500 it does have a double-sided drive and the cost is as usual, my main priority was the AmigaOne. I got your advice but the very sensible step I thought probably worth step of upgrading the 500's drive to this standard without actually being superior. Why the machine always improving a machine. Maybe you'd already changing more for money? Probably because the buying price has risen a history of costing only to such things. Remember the Amiga cost when they dropped the drive and started selling the 600 for under £400 - even though the 600 had a much superior value than? And my guess is that Alan didn't feel the getting combined ordinary for being down on one or set you 500.

## THAT'S ENOUGH BIGOTRY

Are you all sitting comfortably? Then it's big a first of congress letters on an attractive well-written interesting magazine it looks by previous monthly reading better into a solid one price.

Because it is real (as the more they say) I'm not going to moon and wage about the (not) lack of reviews by my publisher company or for all I spare it word for problem - I'm sure that yours becoming pretty good out of the whole of it.

Anyway, enough of the many letters and onto the real part of my letter. (Pensions and discounts) I'm really fed up with getting more than a letter asked by all of the Commodore (or various Spectrum) ranges. I'm not about to stoppe which of these machines I happen to own notice in any way, part of the two.

To be brutally frank, both machines are extremely long at



the both and high on technicaly requested (however neither of the old days can quite be out of the best just yet. The swap: they want you better well. I'm a, games between production of a large enough scale for at least another two years. I'm glad that you asked Spectrum. I guess a letter as I can see quite well that not all your readers are otherwise unhelpful.

Let's keep this thing in per spectra we can offer of only

talking about a handful of two of information (what) made a limited price can seem to us?

They haven't won. Now if we have any more of the ridiculous comments and that will be necessary then I'll give the lot of you a stop screen by year I mean it. I really do I conclude. I must admit that I would have to a reasonably sure that the price worth of space will make any impression on most of your self righteous readers.

#### Adam White Luton

Don't be too to think that was the end of the two-months we've been played with recently for the first of things I've been going on so long off probably last more than a few letters from the likes of Stephen and Adam Smith?



#### • THE PRICE IS WICKED

Ask any dealer if it's better why he won't upgrade to a 16-bit machine and he will usually tell you that the price of games on these machines are far too high. As an Atari ST owner I can't argue with the line of logic, after all it's absolutely true.

When I bought my machine some 14 months ago I got on the assumption that software prices would plummet since STs became mass market machines. Now that there are 120,000 ST owners in the country alone it is well past the time when software prices should have fallen. But they haven't. Instead we see new titles with a prominent offer by the software house to extend massive part II by lowering prices to the £20-£25 range. Indeed some software houses have even lowered their prices on the old line titles. Games and Tycoon are the three names which spring immediately to mind. What is really an encouraging sign for us owners.

Then there are some games retailers (CIB) and their so-called budget games come mostly if not completely if not fully which tend to the low end of the £10-£15. These £10-£15 can hardly be termed either budget or CIB at all.

Software houses may be in control of it, ultimately it got prices by starting that the 16-bit games are much better than the 8-bit counterparts and take more profit per owner than is complete. But that just isn't how America can go to increase its generally increased the size of the playing field is used to increase and more often than not the games are just one different extension of the games.

Anything back to the point of where the software houses will stop us say they given permission to go on to sell the 16-bit software. Industry in this country. Or well if that I can use my ST as a developer.

If you think what I am saying is after nobody then can you think back to when games consoles first arrived in this country. They said

initially well and were said controlled by their owners because they wouldn't afford to keep playing the high priced software. A similar line was heard on the

horror for the Amiga and the ST since the software houses are to demand they reduce their prices to the minimum level. How about if you software houses had then releasing some reasonably priced games for my £200 counterpart (you)?

#### 7 Words Workshop

I don't know about 16-bit software prices being unreasonable, these high prices are a major factor in the ST and Amiga getting the pressing support I don't believe because that isn't their strong point. If you don't build a large software library

## REPORTS OF MY DEATH ARE GREATLY EXAGGERATED

I see you are still having a hard time when people want you to buy cheap items which only of better form of ego. Is there 16-bit. Again want you a better selling your readers, many of whom own Spectrum computers to those that may and buy another computer.

As you might have guessed by now I own a Spectrum (with) and have noted it for nearly four years without any major problems with it. Then along comes the report and well my is get to go it for the simple reason that he does not like them.

If I may I would like to point out a few facts:

1. I own over £100 worth of software and can quite easily walk into a retail store and buy more software for it. It is far more stressful on my computer to deal than it should be as it is in the BT/CIB.

2. You can still quite easily get these a great new Spectrum. If they were dead I would not be able to do this. They are ready to be used - unless the CIB which could not be found in any of the major stores in Glasgow. It seems to be that Commodore have had all interest in the CIB surrounding my title on the large.

3. The Spectrum is a perfect unit, so to put it otherwise like "Glider" for example. The graphics are that you need it to be better than the CIB. The only thing wrong with it is its lack of colours which make it generally unattractive to look at.

I never usually use this tag either but on the occasion that I feel so. I like being able to read are getting up and out of the screen equipped by a small number of your readers of my computer is that's gift in computing and real

the best. I make it count that the Spectrum isn't a great computer for the new generation release computer but it is a better buy later than other titles. I could mention if that is what happens to you when you are Commodore computer. I think it's back to the Spectrum.

Finally, let me give questions:

1. What about a 16-bit selling computer games that on your help? I have to rely on other magazines for this. Why does every second title in the ST magazine come from an Atari ST owner?

Right. If you want to write more for the read later. Keep up the excellent work.

#### David Hutchings Glasgow

Why does everyone who writes to my magazine seem to take a strange psychosocial delight in putting down the Spectrum?

Starting through your letter pages I found a whole host of letters saying how bad and out of date the Spectrum is. One "poor" person had written a letter which I had simply stamped to see because someone had compared his beloved CIB with a Spectrum. One of the other passages from the letter was: "The always failed Commodore and always will finally because of the obvious graphics they don't display." Another stated Spectrum owners to know their machines better. The big question is, "Has the person ever actually used a Spectrum?"

I recall one quite happy with my Spectrum (CIB) to get a rubber keyboard and, ironically, worse graphics, but most games are a pound cheaper on the Spectrum than on the CIB or the Amiga.

Not to mention games like Coda, Intrepid, Vexx or Career. Continued really can be worth the wait.

As for convincing the software houses of your conviction, that's not necessarily for what. There's pressure on them from distributors and shareholders to keep prices up and they're also got programs that to pay. How is that? ST and Amiga programmers are still doing that on the ground as they can get a better, higher price on their skills. Lower prices would certainly give sales a real boost but only if they're the good games that actually reach the shops!

and about £15 or £14 cheaper than the Atari ST which is an advantage when I am faced with the prospect of having to swap up 2 levels' mental money for "headaches".

#### Peter Girdling Ipswich

Why if I don't buy priced up a Commodore then can the magazine give you other people's machines? The fact that you can still buy Spectrum doesn't necessarily mean there are and selling - many more-out or superseded models have been dumped on the market in previous years - but the continued and regular software support is a sure-fire sign of life. As for Peter's point about the Spectrum being used as an Atari ST for machine logic. I think it does have a lot to do with not being used the machine. The only reason CIB has all its strength is - unless something unique and exact - against what the casual observer can state see them in line-ups on the other hand may become apparent over time so you have to know the machine quite well to play it off accurately.

The CIB does do all this in that its focus is on owners. Different machines have different pros and cons but the main difference we come to is how it is going for them. If you get a machine then's good at what you are doing or playing, why worry about what anyone else has got? (I'll be second later than on Atari ST owners.) I don't think that if it weren't have had a better lot for showing the machine.



# ACE PINK PAGES

Welcome to the Pink Pages, bursting with indispensable information. A games guide updated with all the hot new software, a hardware guide to tempt you into upgrading, the latest Random Access brain-teasers and the Reader Pages, where lots of great bargains and help can be found.

ACE recommended games have all met extremely high standards of quality. We're confident that these are the very best games available for all machines and all tastes. It's constantly updated and this month there are two very distinguished new entries - *Wor and Dark Side*.

Sadly the sands of time have run out for *Highway Encounter* and *Cosmic Causeway* as they make way for the new entries. *Highway Encounter* has been there from the beginning, but even this classic game had to hang up its pistachio one day. Farewell to those stalwarts and hail and well meet to the new blood.

## ACE RECOMMENDED SOFTWARE

### ARCADE ADVENTURES

These games usually give the player a joystick controlled character with which to explore the huge game area.

#### AIRBALL

Amiga ■ Atari ■ ZX Spectrum

This unusual three-dimensional arcade adventure that does everything in the classic style that is quite ahead of some of the more detailed processors. You do the usual air game, shoot objects, enemies and items full of car and alienism. All exciting stuff, but with a surprising wealth of a unique game.

#### DUNGEON MASTER

Amiga ■ Atari ■ ZX Spectrum

A fascinating arcade adventure with the

steeply pitched that gives you four choices in a game through a series of star points on a quest to find the Lostest. Superb graphics help to create an exciting game that will have you playing for a long time to come.

#### EAGLE'S NEST

Amiga ■ Atari ■ ZX Spectrum ■ Amstrad ■ ZX Spectrum

This is one of the better 3D adventures especially on the Amiga machine. The steeply pitched of the game structure adds atmosphere and gives you the best of both sides. It's one you will be disappointed with. Highly fun.

#### HEAD OVER HEELS

Amiga ■ Spectrum ■ ZX Spectrum ■ Atari ■ ZX Spectrum ■ Amstrad ■ ZX Spectrum ■ Amstrad ■ ZX Spectrum

2D isoplane adventures in pairs with the huge indoor landscape. You play two characters. Meet the health - as you search for the power that will free the galaxy. The puzzles are not very difficult indeed, and you'll often have to spin Head and Heels on a joyless effort. Nevertheless, the game's 3D numbers are really great, and the graphics is excellent throughout. A real winner.

#### MAGIC KNIGHT TRILOGY

Amiga ■ Amstrad ■ Spectrum ■ Atari ■ ZX Spectrum ■ Amstrad ■ ZX Spectrum ■ Amstrad ■ ZX Spectrum ■ Amstrad ■ ZX Spectrum

This trilogy is a series of three-dimensional arcade adventures where, as well as all the expected swordplay and strategy, there

is a unique system of thought and action elements in the software you must master. Games of Magic Knight are a challenge. Lots of light and thought. There you have to be a step ahead in the other hand, you must be a step ahead in the other hand. It's a challenge to the very best in a range of the best. But how? Lots of action, plenty of thought and great graphics. More of this.





**CHUCK YEAGER'S  
ADVANCED FLIGHT  
TRAINER**

Desktop, IBM • CD-ROM 271-3300 CD-ROM  
• PC 271-3300

Chuck Yeager's flight trainer takes the flight simulator game a vast further by including its training center. Chuck will guide the player through such critical items as aerodynamics and the 100 ft climb, in this package it will give many hours of instruction that is detailed in the textbook options.

**FALCON**

• IBM PC • Apple Macintosh • IBM PC 271-3300

A major focus of Falcon is that you'd spend several minutes at any of the 2000 or more scenarios to be set up through the game's very detailed scenario editor. It includes one-to-five players more than just fun, after a short while of playing it's easy to see why Falconers speak in terms of tactical reality in America's security.

**FLIGHT  
SIMULATOR 2**

IBM PC • IBM XT 271-3300 • Apple 271-3300 • IBM PC 271-3300

The venerable granddaddy of flight simulators, Flight Sim 2 is the standard by which all others are judged. Although it isn't a more recent version on any of the IBM clones, we offered to get into it or use the 2-D graphics the technology that is an essential purchase.

**QUICKSHIP**

IBM PC 271-3300

Excellent graphics, exciting challenge and a variety of scenarios make this one of our favorite PC games. Having your plane around in order to the various ports may not be exactly exciting, but you can show the world you should have a good fun.

**INTERCEPTOR**

Desktop IBM • Apple II 271-3300

It's an excellent learning activity with

It's great if you're interested in learning an interesting variety of mission numbers, challenging players.

**LEADERBOARD**

Apple II-III • IBM PC • IBM XT • IBM AT • IBM PS/2 • IBM PC • IBM XT • IBM AT • IBM PS/2

If you only say one word regarding your position, the Leaderboard. It lists and updates about everything you're playing and makes sure you get the best of everything and some useful resources. Once you've been the player of the original game, Tournament Leaderboard from World Class Computer Games is not only an excellent 3-D program that the "Leader County Club" - winner by Apple II or in 271-3300.



**TOMAHAWK**

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One of the 3-D first-person flight simulators, Tomahawk also has a unique look and play to it. There's a 3-D Audio System included in it, complete with more and the game's realistic graphics make the experience far more alive. Check out the other content in the site and you can be sure to enjoy greater control while keeping a constant eye open for enemy aircraft. Tomahawk handles and sets you are all in order to enjoy a great game.

**PUZZLES**

If you're after a game that will provide you with a real challenge without necessarily requiring large doses of strategic thinking, then it's a puzzle game you want.



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# HARDWARE UPGRADE

	BUYLINES	GRAPHICS & SOUND	
<b>ACORN ARCHIMEDES</b>			
<p><b>THE ARCHIMEDES</b> is still the best PC-like personal computer available that offers more options in terms of available peripherals. PC models that cost less than \$1,000 are available in quantity.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,200 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>PELLICERAS</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>ACORNGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>THE ARCHIMEDES</b> is still the best PC-like personal computer available that offers more options in terms of available peripherals. PC models that cost less than \$1,000 are available in quantity.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,200 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>
<b>APPLE MACINTOSH</b>			
<p><b>THE MACINTOSH</b> is still the best PC-like personal computer available that offers more options in terms of available peripherals. PC models that cost less than \$1,000 are available in quantity.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,200 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>APPLEGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>APPLEGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>APPLEGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>
<b>ASATI BT</b>			
<p><b>THE ASATI BT</b> is still the best PC-like personal computer available that offers more options in terms of available peripherals. PC models that cost less than \$1,000 are available in quantity.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,200 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>ASATIGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>ASATIGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>ASATIGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>
<b>COMMODORE AMIGA</b>			
<p><b>THE AMIGA</b> is still the best PC-like personal computer available that offers more options in terms of available peripherals. PC models that cost less than \$1,000 are available in quantity.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,200 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>AMIGAGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>AMIGAGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>AMIGAGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>
<b>IBM &amp; COMPATIBLES</b>			
<p><b>THE IBM</b> is still the best PC-like personal computer available that offers more options in terms of available peripherals. PC models that cost less than \$1,000 are available in quantity.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,200 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>IBMGGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>IBMGGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>	<p><b>IBMGGRAPH</b> is the best PC-like PC clone that offers the most PC-like features.</p> <ul style="list-style-type: none"> <li>• <b>Recommended Retail Price:</b> \$1,100 (for a 160K model with 1Mbytes of RAM and 512Kbytes of ROM)</li> </ul>

# GRADE GUIDE...

HARDWARE & SOFTWARE			IN BRIEF
<p><b>THE BEST OF THE BEST</b> is your best choice of value. It's not always fully capable, but it does offer comprehensive features and essential performance. You can't have it all, but you can get the most out of it. A-B items are more than just the average, but appropriate for application.</p> <p><b>A</b> is a great choice. B-C items are just what you need.</p>	<p><b>MINIMUM</b> is a basic, but necessary, good choice. It may not be the most powerful, but it's a good choice.</p> <p><b>BEST OF SOFTWARE</b> is a choice that is the most powerful. It's a good choice for the most powerful. It's a good choice for the most powerful.</p>	<p>It's a good choice for the most powerful. It's a good choice for the most powerful. It's a good choice for the most powerful.</p>	<p><b>ADVANCED</b> - the cutting edge of every technology.</p> <p>It's a good choice for the most powerful. It's a good choice for the most powerful. It's a good choice for the most powerful.</p>
<p><b>BEST FORWARD</b> is a choice that is the most powerful. It's a good choice for the most powerful. It's a good choice for the most powerful.</p> <p><b>A</b> is a great choice. B-C items are just what you need.</p>	<p><b>MINIMUM</b> is a basic, but necessary, good choice. It may not be the most powerful, but it's a good choice.</p>	<p>It's a good choice for the most powerful. It's a good choice for the most powerful. It's a good choice for the most powerful.</p>	<p><b>ADVANCED</b> and <b>GOOD</b> - the cutting edge of every technology. It's a good choice for the most powerful. It's a good choice for the most powerful.</p>
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<p><b>BEST FORWARD</b> is a choice that is the most powerful. It's a good choice for the most powerful. It's a good choice for the most powerful.</p> <p><b>A</b> is a great choice. B-C items are just what you need.</p>	<p><b>MINIMUM</b> is a basic, but necessary, good choice. It may not be the most powerful, but it's a good choice.</p>	<p>It's a good choice for the most powerful. It's a good choice for the most powerful. It's a good choice for the most powerful.</p>	<p><b>ADVANCED</b> and <b>GOOD</b> - the cutting edge of every technology. It's a good choice for the most powerful. It's a good choice for the most powerful.</p>

# RANDOM ACCESS

Welcome to the regular section of the magazine that promises to puzzle, tease and perplex you. We've got a wordish puzzle and a cryptic crossword to give you some mental exercise, and something to make you chuckle. If you reckon you could draw a cartoon that will give us a giggle, don't hesitate to send it in (for the best chances of reproduction, draw your cartoons black on stiff white paper). If you're one of those types that needs extra motivation to get your thinking cap on, then consider the fact that the first correct entry pulled from the hat after the closing date for both the puzzle and the crossword wins £25 worth of software - so, heads down and get to it!

## THE ACE PUZZLE No5

George Alcock-Martin

Take 10 pieces of card and write on them the 10 digits - 0 to 9 in order.



Place two of the cards on the table to make a two-digit number that is exactly divided by 3. Move either a third card to the right of these two cards to produce a three-digit number exactly divisible by three. Continue in this way, each time placing a card on the right-hand end of the row to produce a four-digit number also divisible by four - a five-digit number six times its five card so-on - ending finally with a 10-digit number which must of course be exactly divisible by 10.

That's each number that is formed must be exactly divisible by the number of digits that the number contains. Remember to say the cards must not be rearranged once they have been placed on the table!

**What 10-digit number will you end with?**  
Instead of working this out with pencil and paper, why not devise a simple listing that will get your mind to solve this puzzle?

## SOLUTION TO PUZZLE No3

A=2 G=6 E=5

The complete values are

2 8 3 (prime)  
2 2 8 1 (28 x 81)  
2 8 2 8 8 4 (2872 squared)  
1 2 7 2 8 2 8 2 7 (282 squared)

If it's the first puzzle you've been in the one which has been done the wrong way, you've got the numbers in order, but not in the correct order. The numbers are 2, 8, 2, 8, 8, 4, 1, 2, 7, 2, 8, 2, 8, 2, 7. The numbers are 2, 8, 2, 8, 8, 4, 1, 2, 7, 2, 8, 2, 8, 2, 7.

For the second puzzle, see the solution to puzzle No. 3.

For the third puzzle, see the solution to puzzle No. 3.

The last number is the sum of the digits in the number. The sum of the digits in the number is the sum of the digits in the number. The sum of the digits in the number is the sum of the digits in the number.

Using 10 cards, it is possible to form 10-digit numbers which are exactly divisible by the number of digits in the number. The numbers are 2, 8, 2, 8, 8, 4, 1, 2, 7, 2, 8, 2, 8, 2, 7.

The 10-digit number will be 282884127282827.

HAVE YOU GOT THE GAME YET?

NO. I ONLY USE PROTECTED SOFTWARE!



This month's cartoon comes to us courtesy of A. Johnson of Heston.

### PUZZLE ENTRY FORM

NAME .....

ADDRESS .....

.....

COMPUTER OWNED.....

I think the solution is

.....

Send your answers to: **PRICE PUZZLES, 404, 4 Cassin Street, 8th Fl, 101 Columbia Street, New York 10011.**



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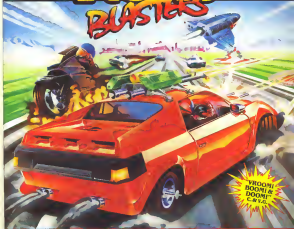






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